

# APPENDIX A

## Interacting with the Computer using Speech Input and Speech Output

Note: This documentation is preliminary and is subject to change.

This topic is a basic introduction to the System.Speech namespace in WinFX.

### Interacting with the Computer using Speech Input and Speech Output

Humans prefer to communicate with each other using speech, because of its ease of use and expressiveness. Microsoft is extending this metaphor to human-computer interaction. Our goal is to make the use of speech a viable way of interacting with Microsoft Windows. This will primarily benefit those users who rely on assistive technologies to interact with the computer, but is not limited to these users.


In order to achieve this goal, Microsoft is pursuing a two-pronged strategy:

- Enable common speech scenarios out of the box.
- Provide a managed API to customize and extend the speech experience.

In this document we use the terms speech recognition and speech synthesis, which are commonly used in the industry. The popular press sometimes uses the terms voice recognition and voice output to refer to the same technologies.

#### Overview of Speech Recognition

Speech recognition is the process of converting audio into text. Speech recognition systems are based on algorithms that model human speech, both the sounds that make up a language as well as the word sequences that are commonly used. They use digital signal processing methods and powerful search algorithms to determine the sequence of words the user spoke. The diagram below shows the major components of a speech recognition system.

 Conceptual

The acoustic models are provided by the speech recognition sub-system (SR engine). They express the way humans pronounce the basic units of speech (phonemes) in a given language. The SR engine comes pre-configured with models which are averaged over a large set of speakers, male and female, of a given language. In order to get better recognition performance the models are trained on the user's machine. Training is done explicitly via a training wizard, or implicitly by observing the user.

The language model describes in a statistical fashion the likelihood of specific word sequences occurring at a given time. In other words, what is the probability of the word "America" following the words "United States of"? These statistics are determined by analyzing a large collection of written and spoken text. Because of their statistical nature, they are flexible - any word sequence has some, albeit small,

probability of occurring - but lack the rigor required for high recognition accuracy.

Grammars on the other hand explicitly define all the allowable word sequences for a given recognition. They are commonly expressed as context-free grammars (CFGs) or finite-state machines (FSM). While lacking the flexibility of language models - not all word sequences are allowed - they tend to result in higher recognition accuracy. Because they are specific to an application, or an application state, they have to be authored by the application developer or a team member proficient in creating context-free grammars. They can be expressed using a standardized markup language, and/or programmatically through the use of objects in the `System.Speech.Srgs` namespace.

The following list shows some strengths of speech recognition technology:

- Speech recognition technology is natural. We can express what we want the computer to do rather than breaking a task down into individual steps for mouse or keyboard execution.
- Speech recognition technology is efficient. Most people can talk much faster than they can type.
- Speech recognition technology is good at referring to items that are not visible on the screen, and so cannot be selected or clicked using the mouse or keyboard.
- Speech recognition technology is flexible. Developers can create parameterized voice macros.

The following list shows some weaknesses of speech for interacting with the computer:

- Speech recognition technology is not effective for fine positioning of the cursor. The mouse or keyboard are much more accurate.
- Using speech recognition technology might result in some lack of privacy. Others in the vicinity can overhear us speaking to a computer.

## Overview of Speech Synthesis

Speech synthesis or text-to-speech (TTS) is the process of converting written text into audio. The text (expressed as a basic string that can contain standardized XML-based markup) is normalized by the TTS engine (the text "23" is converted into the words "twenty three") and used to generate a waveform using a particular voice. A voice describes how the basic units of speech are to be realized as waveform fragments, which is concatenated by the TTS engine into a single waveform. Speech Synthesis Markup Language (SSML) can be used to change the prosody of the speech. For example, emphasizing the word tomorrow in the phrase "I want to fly to Seattle tomorrow".

## Speech in 'Longhorn'

As mentioned above, Microsoft is taking a two-pronged approach to creating a compelling speech interaction model for Windows:

- the common speech scenarios, like speech-enabling menus and buttons, will be enabled system-wide by Microsoft.
- a comprehensive set of managed APIs that follow the WinFX design guidelines allows the developer to extend the basic functionality with application-specific speech commands and behaviors. For example, providing voice shortcuts for common context-sensitive commands.

The last section of this article provides the code for a Hello World example demonstrating speech recognition and speech synthesis, and a brief description of the important parts of the application.

## A Hello World Sample

The main objects performing speech recognition are located in the `System.Speech.Recognition` namespace, and the main objects performing text-to-speech, are located in the `System.Speech.Synthesis` namespace. At the top of the sample are two using directives that provide links to these namespaces. Note that there is also a third namespace that deals with grammars, not referenced in this sample, `System.Speech.SRGS`.

The Hello Word sample is a Windows GUI application, which accounts for the using directive identifying the `System.Windows.Forms` namespace.

Most of the work in this application occurs in the form's Load event handler. The first statement in the event handler initializes a grammar object. The second statement loads the `HelloWorld.grxml` file into the grammar object. The `grxml` file contains XML-formatted text specifying grammar rules that comply with the World Wide Web Consortium Speech Recognition Grammar Specification Version 1.0 (W3C SRGS).

The next statement in the form Load event handler registers an event handler for the Recognition event. The Recognition event is raised in a speech application whenever a successful recognition occurs. In the Hello World sample, find the Recognition event handler right after the form Load event handler. One of the event parameters, the `RecognitionEventArgs` object, provides data for the Recognition, RejectedRecognition, and Hypothesis events.

Look at this statement in particular: `v.Speak("You said" + e.Result.Text);`

The `Result` property in this statement returns a `RecognitionResult` object, which represents the result of the recognition. The `Text` property of this object contains a concatenation of the spoken words.

The previous statement in the Recognition event handler created a `Voice` object, `v`, and in this statement `v` uses speech synthesis to speak back the recognized phrase, prefaced by the two words "you said."

## Code for the Hello World Sample

```
using System;
using System.Windows.Forms;
using System.Speech.Recognition;
using System.Speech.Synthesis;

namespace Microsoft.Speech.HelloWorld
{
    // SpeechRecognition is a WinForm application
    // that demonstrates basic speech recognition
    // and speech synthesis functionalities
    public class SpeechRecognition : Form
    {
        // The main entry point for the application.
        [STAThread]
        static void Main()
        {
            Application.Run(new SpeechRecognition());
        }

        // Initializes SpeechRecognition form.
    }
}
```

```

public SpeechRecognition()
{
    InitializeComponent();
}

protected override void Dispose( bool disposing )
{
    // Wizard-generated code not shown
}

// Main form load method
private void SpeechRecognition_Load(object sender, EventArgs e)
{
    // Create grammar object that will hold the CFG
    Grammar g = new Grammar();

    // Load SRGS file containing the HelloWorld grammar
    g.Load("HelloWorld.grxml");

    // Set up the recognition event handler
    g.Recognition +=
        new RecognitionEventHandler(RecognitionEvent);

    // Tell the recognizer to start listening for
    // phrases specified in HelloWorld.grxml
    g.IsActive = true;
}

// Speak the text of what was recognized
private void RecognitionEvent(object s, RecognitionEventArgs e)
{
    Voice v = new Voice();
    v.Speak("You said " + e.Result.Text);
}

#region Windows Form Designer generated code
}

```

## Conclusion

Microsoft intends to make speech a much more appealing way of interacting with Microsoft Windows. To further that goal, "Longhorn" will support a number of common speech scenarios for free. In addition, "Longhorn" will include a managed API which will allow developers to customize and extend the speech experience. This article provides an introduction to speech technology, and the Speech namespaces in "Longhorn."

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## Namespaces

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Note: This documentation is preliminary and is subject to change.

The following table lists the namespaces available for WinFX.



<u><a href="#">System.Speech.Recognition</a></u>	The following tables list the members exposed by the System.Speech.Recognition namespace.
<u><a href="#">System.Speech.Srgs</a></u>	The following tables list the members exposed by the System.Speech.Srgs namespace.
<u><a href="#">System.Speech.Synthesis</a></u>	The following tables list the members exposed by the System.Speech.Synthesis namespace.

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## System.Speech.Recognition

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Note: This documentation is preliminary and is subject to change.

The following tables list the members exposed by the System.Speech.Recognition namespace.

### Classes

<u><a href="#">ActiveCategoryChangedEventArgs</a></u>	Provides data for the ActiveCategoryChangedEventArgs event.
<u><a href="#">AudioContentChangedEventArgs</a></u>	Provides data for the AudioContentChanged event.
<u><a href="#">BookmarkEventArgs</a></u>	Provides data for the BookmarkReached event.
<u><a href="#">Category</a></u>	Represents a type of recognition of a speech synthesis resource.
<u><a href="#">CommandRecognitionEventArgs</a></u>	Provides data for the CommandRecognition event in the Command and CommandSet objects.
<u><a href="#">DictationGrammar</a></u>	Contains individual rules and dictation grammars.
<u><a href="#">DisplayToken</a></u>	Represents a token, in western languages this is typically a word, that was recognized by the speech recognizer.
<u><a href="#">DisplayTokenCollection</a></u>	Represents a collection of recognized tokens.
<u><a href="#">Grammar</a></u>	The Grammar class is a logical housing for individual recognition rules and dictation grammars.
<u><a href="#">GrammarCollection</a></u>	Represents a collection of Grammar objects.
<u><a href="#">InterferenceEventArgs</a></u>	Provides data for the Interference event.
<u><a href="#">LocalRecognizer</a></u>	This class allows applications to create a private instance of a Recognizer in their own address space.
<u><a href="#">RecognitionAudio</a></u>	Contains the audio data and methods for a specific RecognitionResult or a portion of a RecognitionResult.
<u><a href="#">RecognitionEventArgs</a></u>	Provides data for the Recognition, RejectedRecognition, and Hypothesis events.
<u><a href="#">RecognitionPhrase</a></u>	Represents the phrase that was recognized by the

	recognizer.
<u>RecognitionPhraseAlternate</u>	Contains information about an alternate recognition by the speech recognizer.
<u>RecognitionPhraseAlternateCollection</u>	A collection of alternatives for a specific result.
<u>RecognitionResult</u>	Represents the result when a speech recognizer processes audio and attempts to recognize user speech.
<u>RecognitionRule</u>	Represents the rule that allowed the associated result to be recognized.
<u>RecognitionRuleCollection</u>	Provides a collection of rules.
<u>RecognizeCompletedEventArgs</u>	Provides event arguments for the RecognizeCompleted event.
<u>RecognizeProgressChangedEventArgs</u>	Provides data for the RecognizeProgressChanged event.
<u>RecognizerAttributes</u>	Represents the attributes various speech recognizers may, or may not support.
<u>RecognizerProperties</u>	Represents recognizer properties that are adjustable at runtime.
<u>Recognizers</u>	Represents a collection of speech recognizers.
<u>RecognizerStateChangedEventArgs</u>	Provides data for the RecognizerStateChanged event.
<u>Rule</u>	Represents a grammar rule.
<u>RuleCollection</u>	Represents a collection of Rules.
<u>SemanticProperty</u>	Represents a single semantic property that may contain additional levels of semantic information.
<u>SemanticPropertyCollection</u>	Represents a collection of semantic properties.
<u>SpeechEventArgs</u>	Provides data for these events: NoRecognition, AudioLevelChanged, RecognitionStarted, RecognitionStopped, RecognitionCanceled, RecognitionPaused, and RecognitionResumed.
<u>SpokenToken</u>	Represents a token, in western languages this is typically a word , that was recognized by the speech recognizer.
<u>SpokenTokenCollection</u>	Represents a collection of recognized tokens.
<u>SystemRecognizer</u>	Represents the shared recognizer.
<u>UpdateEventArgs</u>	Provides data for the Update event.

## Interfaces

IRecognizer Provides an interface representing a speech recognizer.

## Enumerations

AdaptationRelevance Specifies an estimate of the language model data relevance.

<u>AdaptationSettings</u>	Specifies the options to use with the AdaptLanguageModel method to control the language model adaptation process.
<u>AudioContent</u>	Specifies the current audio state.
<u>Confidence</u>	Specifies the various high level confidence values possible for speech recognition.
<u>InterferenceType</u>	Specifies the types of interference in the audio input preventing an optimal speech recognition experience.
<u>LeadingSpace</u>	Specifies how to handle leading space when incorporating RecognitionResult text into surrounding text.
<u>RecognizeMode</u>	Specifies the recognition mode.
<u>RecognizerState</u>	Specifies the current state of the recognizer.
<u>ResultType</u>	Specifies the types of recognition result that can be sent.
<u>TrailingSpace</u>	Specifies how to handle trailing space when incorporating the RecognitionResult's text into surrounding text.

## Structures

DictationTopic Represents a dictation topic.

## Delegates

<u>ActiveCategoryChangedEventHandler</u>	Represents the method that will handle the ActiveCategoryChangedEventHandler event.
<u>AudioContentChangedEventHandler</u>	Represents the method that will handle the AudioContentChanged event.
<u>BookmarkEventHandler</u>	Represents the method that will handle the Bookmark event.
<u>CommandRecognitionEventHandler</u>	Represents the method that will handle the CommandRecognition event in Command and CommandSet.
<u>InterferenceEventHandler</u>	Represents the method that will handle the InterferenceDetected event.
<u>RecognitionEventHandler</u>	Represents the method that will handle the following events: Recognition, RejectedRecognition, and Hypothesis.
<u>RecognizeCompletedEventHandler</u>	Represents the method that will handle the RecognizeCompleted event.
<u>RecognizeProgressChangedEventHandler</u>	Represents the method that will handle the RecognizeProgressChanged event.
<u>RecognizerStateChangedEventHandler</u>	Represents the method that will handle the RecognizerStateChanged event.
<u>SpeechEventHandler</u>	Represents the method that will handle the following events: NoRecognition, AudioLevelChanged, RecognitionStarted, RecognitionStopped, RecognitionCanceled,

[UpdateEventHandler](#)

RecognitionPaused, and RecognitionResumed.  
Represents the methods that handle the Updated event and related events.

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## ActiveCategoryChangedEventArgs Class

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Note: This documentation is preliminary and is subject to change.

Provides data for the ActiveCategoryChangedEventArgs event.

### Definition

**Visual Basic** Public Class **ActiveCategoryChangedEventArgs**  
Inherits [SpeechEventArgs](#)

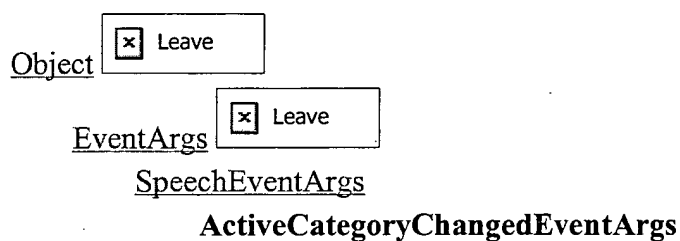
**C#** public class **ActiveCategoryChangedEventArgs** : [SpeechEventArgs](#)

**Managed C++** public \_\_gc  
class **ActiveCategoryChangedEventArgs** : public [SpeechEventArgs](#)

**JScript** public class **ActiveCategoryChangedEventArgs** extends [SpeechEventArgs](#)

### Members Table

### Inheritance Hierarchy



### Class Information

**Namespace** System.Speech.Recognition

**Assembly** System.Speech (system.speech.dll)

**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

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## ActiveCategoryChangedEventArgs Method

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Note: This documentation is preliminary and is subject to change.

Initializes a new instance of the `ActiveCategoryChangedEventArgs` class.

#### Definition

<b>Visual Basic</b>	Public Sub <code>ActiveCategoryChangedEventArgs</code> ( _ ByVal <i>audioPosition</i> As <u><code>TimeSpan</code></u> , _ ByVal <i>activeCategory</i> As <u><code>Category</code></u> _ )
<b>C#</b>	public <code>ActiveCategoryChangedEventArgs</code> ( <u><code>TimeSpan</code></u> <i>audioPosition</i> , <u><code>Category</code></u> <i>activeCategory</i> );
<b>Managed C++</b>	public: <code>ActiveCategoryChangedEventArgs</code> ( <u><code>TimeSpan</code></u> <i>audioPosition</i> , <u><code>Category</code></u> * <i>activeCategory</i> );
<b>JScript</b>	public function <code>ActiveCategoryChangedEventArgs</code> ( <i>audioPosition</i> : <u><code>TimeSpan</code></u> , <i>activeCategory</i> : <u><code>Category</code></u> );

#### Parameters

*audioPosition* **System.TimeSpan**. Placeholder

*activeCategory* **System.Speech.Recognition.Category**. Specifies the active category.

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## ActiveCategory Property

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Note: This documentation is preliminary and is subject to change.

Gets the new active category.

#### Definition

<b>Visual Basic</b>	Public ReadOnly Property <code>ActiveCategory</code> As <u><code>Category</code></u>
<b>C#</b>	public <u><code>Category</code></u> <code>ActiveCategory</code> { get; }
<b>Managed C++</b>	public: __property <u><code>Category</code></u> * get_ <code>ActiveCategory</code> ();
<b>JScript</b>	public function get <code>ActiveCategory</code> () : <u><code>Category</code></u>

#### Property Value

**System.Speech.Recognition.Category.**

This property is read-only.

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## AudioContentChangedEventArgs Class

Note: This documentation is preliminary and is subject to change.

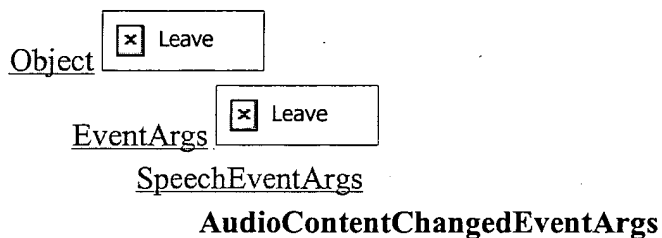
Provides data for the AudioContentChanged event.

### Definition

<b>Visual Basic</b>	Public Class <b>AudioContentChangedEventArgs</b> Inherits <i>SpeechEventArgs</i>
<b>C#</b>	public class <b>AudioContentChangedEventArgs</b> : <i>SpeechEventArgs</i>
<b>Managed C++</b>	public __gc class <b>AudioContentChangedEventArgs</b> : public <i>SpeechEventArgs</i>
<b>JScript</b>	public class <b>AudioContentChangedEventArgs</b> extends <i>SpeechEventArgs</i>

### Members Table

### Inheritance Hierarchy



### Class Information

<b>Namespace</b>	System.Speech.Recognition
<b>Assembly</b>	System.Speech (system.speech.dll)
<b>Strong Name</b>	System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

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## AudioContentChangedEventArgs Method

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Note: This documentation is preliminary and is subject to change.

Initializes a new instance of the `AudioContentChangedEventArgs` class.

Definition

<b>Visual Basic</b>	Public Sub <b>AudioContentChangedEventArgs</b> ( ByVal <i>audioPosition</i> As <u><b>TimeSpan</b></u> , ByVal <i>content</i> As <u><b>AudioContent</b></u> _ )
<b>C#</b>	public <b>AudioContentChangedEventArgs</b> ( <u><b>TimeSpan</b></u> <i>audioPosition</i> , <u><b>AudioContent</b></u> <i>content</i> );
<b>Managed C++</b>	public: <b>AudioContentChangedEventArgs</b> ( <u><b>TimeSpan</b></u> <i>audioPosition</i> , <u><b>AudioContent</b></u> <i>content</i> );
<b>JScript</b>	public function <b>AudioContentChangedEventArgs</b> ( <i>audioPosition</i> : <u><b>TimeSpan</b></u> , <i>content</i> : <u><b>AudioContent</b></u> );

Parameters

<i>audioPosition</i>	<b>System.TimeSpan</b> . Placeholder
<i>content</i>	<b>System.Speech.Recognition.AudioContent</b> . Updated input audio content.

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## Content Property

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Note: This documentation is preliminary and is subject to change.

Gets the updated audio content.

Definition

<b>Visual Basic</b>	Public ReadOnly Property <b>Content</b> As <u><b>AudioContent</b></u>
<b>C#</b>	public <u><b>AudioContent</b></u> <b>Content</b> { get; }
<b>Managed C++</b>	public: __property <u><b>AudioContent</b></u> get_ <b>Content</b> ();
<b>JScript</b>	public function get <b>Content</b> () : <u><b>AudioContent</b></u>

Property Value

**System.Speech.Recognition.AudioContent.**

This property is read-only.

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## BookmarkEventArgs Class

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Note: This documentation is preliminary and is subject to change.

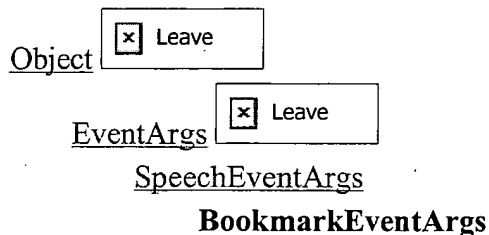
Provides data for the BookmarkReached event.

### Definition

<b>Visual Basic</b>	Public Class <b>BookmarkEventArgs</b> Inherits <i>SpeechEventArgs</i>
<b>C#</b>	public class <b>BookmarkEventArgs</b> : <i>SpeechEventArgs</i>
<b>Managed C++</b>	public __gc class <b>BookmarkEventArgs</b> : public <i>SpeechEventArgs</i>
<b>JScript</b>	public class <b>BookmarkEventArgs</b> extends <i>SpeechEventArgs</i>

### Members Table

### Inheritance Hierarchy



### Class Information

<b>Namespace</b>	System.Speech.Recognition
<b>Assembly</b>	System.Speech (system.speech.dll)
<b>Strong Name</b>	System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

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## BookmarkEventArgs Method

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Note: This documentation is preliminary and is subject to change.

Initializes a new instance of the `BookmarkEventArgs` class.

#### Definition

<b>Visual Basic</b>	Public Sub <b>BookmarkEventArgs</b> ( ByVal <i>audioPosition</i> As <u>TimeSpan</u> , ByVal <i>tag</i> As <u>Object</u> )
<b>C#</b>	public <b>BookmarkEventArgs</b> ( <u>TimeSpan</u> <i>audioPosition</i> , <u>object</u> <i>tag</i> );
<b>Managed C++</b>	public: <b>BookmarkEventArgs</b> ( <u>TimeSpan</u> <i>audioPosition</i> , <u>Object</u> * <i>tag</i> );
<b>JavaScript</b>	public function <b>BookmarkEventArgs</b> ( <i>audioPosition</i> : <u>TimeSpan</u> , <i>tag</i> : <u>Object</u> );

#### Parameters

<i>audioPosition</i>	<b>System.TimeSpan</b> . Placeholder
<i>tag</i>	<b>System.Object</b> . Application supplied object reference.

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## Tag Property

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Note: This documentation is preliminary and is subject to change.

Gets an application-supplied object reference.

#### Definition

<b>Visual Basic</b>	Public ReadOnly Property <b>Tag</b> As <u>Object</u>
<b>C#</b>	public <u>object</u> <b>Tag</b> { get; }
<b>Managed C++</b>	public: __property <u>Object</u> * get_ <b>Tag</b> ();
<b>JavaScript</b>	public function get <b>Tag</b> () : <u>Object</u>

#### Property Value

**System.Object.**

This property is read-only.

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## Category Class

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Note: This documentation is preliminary and is subject to change.

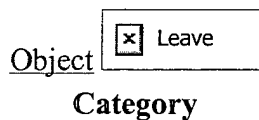
Represents a type of recognition of a speech synthesis resource.

### Definition

<b>Visual Basic</b>	Public Class <b>Category</b> Inherits <i>Object</i>
<b>C#</b>	public class <b>Category</b> : <i>Object</i>
<b>Managed C++</b>	public __gc class <b>Category</b> : public <i>Object</i>
<b>JScript</b>	public class <b>Category</b> extends <i>Object</i>

### Members Table

### Inheritance Hierarchy



### Class Information

<b>Namespace</b>	System.Speech.Recognition
<b>Assembly</b>	System.Speech (system.speech.dll)
<b>Strong Name</b>	System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

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## Category Method

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Note: This documentation is preliminary and is subject to change.

Creates a new Command subcategory.

## Overload List

public Category ()  
public Category (Category)

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## Dispose Method

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Note: This documentation is preliminary and is subject to change.

## Overload List

protected virtual Void Dispose (Boolean)  
protected virtual Void Dispose ()

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## Finalize Method

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Note: This documentation is preliminary and is subject to change.

Implements the actions required to destruct an instance of the Category class.

## Definition

**Visual Basic** Overrides Protected Sub **Finalize()**  
**C#** ~**Category**();  
**Managed C++** ~**Category**();  
**JScript** protected override function **Finalize()** : **void**;

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## Command Property

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Note: This documentation is preliminary and is subject to change.

Returns the predefined Command category.

## Definition

**Visual Basic** Public Shared ReadOnly Property **Command** As Category  
**C#** public static Category **Command** { get; }  
**Managed C++** public: \_\_property static Category\* get\_**Command**();  
**JScript** public static function get **Command**() : Category

Property Value

**System.Speech.Recognition.Category.**

This property is read-only.

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## Dictation Property

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Note: This documentation is preliminary and is subject to change.

Returns the predefined Dictation category.

Definition

**Visual Basic** Public Shared ReadOnly Property **Dictation** As Category  
**C#** public static Category **Dictation** { get; }  
**Managed C++** public: \_\_property static Category\* get\_**Dictation**();  
**JScript** public static function get **Dictation**() : Category

Property Value

**System.Speech.Recognition.Category.**

This property is read-only.

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## Icon Property

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Note: This documentation is preliminary and is subject to change.

Gets or sets the icon representing the category.

Definition

<b>Visual Basic</b>	Public Property <b>Icon</b> As <b>Icon</b>
<b>C#</b>	public <b>Icon</b> <b>Icon</b> { get; set; }
<b>Managed C++</b>	public: __property <b>Icon</b> * get_ <b>Icon</b> (); public: __property void set_ <b>Icon</b> ( <b>Icon</b> *);
<b>JScript</b>	public function get <b>Icon</b> () : <b>Icon</b> public function set <b>Icon</b> ( <b>Icon</b> );

Property Value

**System.Drawing.Icon.**

This property is read/write.

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## IsActive Property

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Note: This documentation is preliminary and is subject to change.

Gets or sets a value that specifies whether the category is enabled.

Definition

<b>Visual Basic</b>	Public Property <b>IsActive</b> As <b>Boolean</b>
<b>C#</b>	public <b>bool</b> <b>IsActive</b> { get; set; }
<b>Managed C++</b>	public: __property <b>bool</b> get_ <b>IsActive</b> (); public: __property void set_ <b>IsActive</b> ( <b>bool</b> );
<b>JScript</b>	public function get <b>IsActive</b> () : <b>boolean</b> public function set <b>IsActive</b> ( <b>boolean</b> );

Property Value

**System.Boolean.**

This property is read/write.

---

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## IsPrefixRequired Property

---

Note: This documentation is preliminary and is subject to change.

Gets or sets a value that specifies whether a prefix is required to access grammars associated with the category.

#### Definition

<b>Visual Basic</b>	Public Property <b>IsPrefixRequired</b> As <b>Boolean</b>
<b>C#</b>	public <b>bool</b> <b>IsPrefixRequired</b> { get; set; }
<b>Managed C++</b>	public: __property <b>bool</b> get <b>IsPrefixRequired</b> (); public: __property void set <b>IsPrefixRequired</b> ( <b>bool</b> );
<b>JScript</b>	public function get <b>IsPrefixRequired</b> () : <b>boolean</b> public function set <b>IsPrefixRequired</b> ( <b>boolean</b> );

#### Property Value

**System.Boolean.**

This property is read/write.

---

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## Name Property

---

Note: This documentation is preliminary and is subject to change.

Gets or sets the name of the category.

#### Definition

<b>Visual Basic</b>	Public Property <b>Name</b> As <b>String</b>
<b>C#</b>	public <b>string</b> <b>Name</b> { get; set; }
<b>Managed C++</b>	public: __property <b>String*</b> get <b>Name</b> (); public: __property void set <b>Name</b> ( <b>String*</b> );
<b>JScript</b>	public function get <b>Name</b> () : <b>String</b> public function set <b>Name</b> ( <b>String</b> );

#### Property Value

**System.String.**

This property is read/write.

---

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## Prefix Property

Note: This documentation is preliminary and is subject to change.

Gets or sets the prefix for accessing grammars associated with the category.

### Definition

<b>Visual Basic</b>	Public Property <b>Prefix</b> As <b>String</b>
<b>C#</b>	public <b>string</b> <b>Prefix</b> { get; set; }
<b>Managed C++</b>	public: __property <b>String*</b> get <b>_Prefix</b> (); public: __property void set <b>_Prefix</b> ( <b>String*</b> );
<b>JScript</b>	public function get <b>Prefix</b> () : <b>String</b> public function set <b>Prefix</b> ( <b>String</b> );

### Property Value

**System.String.**

This property is read/write.

---

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## CommandRecognitionEventArgs Class

Note: This documentation is preliminary and is subject to change.

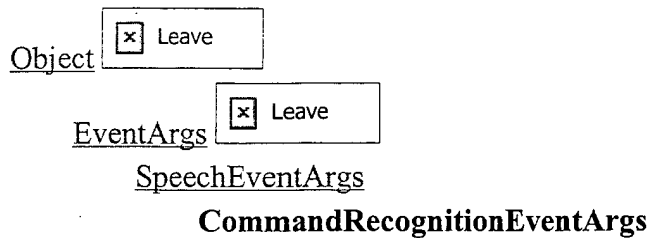
Provides data for the CommandRecognition event in the Command and CommandSet objects.

### Definition

<b>Visual Basic</b>	Public Class <b>CommandRecognitionEventArgs</b> Inherits <i>SpeechEventArgs</i>
<b>C#</b>	public class <b>CommandRecognitionEventArgs</b> : <i>SpeechEventArgs</i>
<b>Managed C++</b>	public __gc class <b>CommandRecognitionEventArgs</b> : public <i>SpeechEventArgs</i>
<b>JScript</b>	public class <b>CommandRecognitionEventArgs</b> extends <i>SpeechEventArgs</i>

### Members Table

### Inheritance Hierarchy



### Class Information

**Namespace** System.Speech.Recognition  
**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## CommandRecognitionEventArgs Method

---

Note: This documentation is preliminary and is subject to change.

Initializes a new instance of the CommandRecognitionEventArgs class.

### Definition

**Visual Basic** Public Sub **CommandRecognitionEventArgs()**  
**C#** public **CommandRecognitionEventArgs()**;  
**Managed C++** public: **CommandRecognitionEventArgs()**;  
**JScript** public function **CommandRecognitionEventArgs()**;

---

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## DictationGrammar Class

---

Note: This documentation is preliminary and is subject to change.

Contains individual rules and dictation grammars.

### Definition

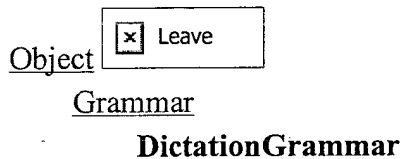
**Visual Basic** Public Class **DictationGrammar**  
Inherits *Grammar*  
**C#** public class **DictationGrammar** : *Grammar*



**Managed C++** public \_\_gc class **DictationGrammar** : public Grammar  
**JScript** public class **DictationGrammar** extends Grammar

Members Table

Inheritance Hierarchy



Class Information

**Namespace** System.Speech.Recognition  
**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## DictationGrammar Method

---

Note: This documentation is preliminary and is subject to change.

Initializes the DictationGrammar class.

Overload List

public DictationGrammar ()  
public DictationGrammar (IRecognizer)  
public DictationGrammar (String)

Remarks

The Grammar will be assigned to the default GrammarGroup for the specified Recognizer.

---

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## Load Method

---

Note: This documentation is preliminary and is subject to change.

Loads a grammar from a stream.

Overload List

```
public override Void Load (Stream)
public override Void Load (DictationTopic)
```

---

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## AllowUpdateOnRecognition Property

---

Note: This documentation is preliminary and is subject to change.

Gets or sets a value that specifies whether the recognition engine temporarily pauses recognition processing while the Recognition event is being processed.

Definition

<b>Visual Basic</b>	Overrides Public Property <b>AllowUpdateOnRecognition</b> As <b>Boolean</b>
<b>C#</b>	public override <b>bool</b> <b>AllowUpdateOnRecognition</b> { get; set; }
<b>Managed C++</b>	public: __property virtual <b>bool</b> get_ <b>AllowUpdateOnRecognition</b> (); public: __property virtual void set_ <b>AllowUpdateOnRecognition</b> ( <b>bool</b> );
<b>JScript</b>	public function get <b>AllowUpdateOnRecognition</b> () : <b>boolean</b> public function set <b>AllowUpdateOnRecognition</b> ( <b>boolean</b> );

Property Value

**System.Boolean.**

This property is read/write.

Remarks

This is useful if the application wants to change the grammar or stop the recognizer immediately after a recognition result is produced, before the recognizer has processed any additional audio. If you set it to true then very little appears different, but any grammar changes you make during recognition events are synchronous. By default this is false.

---

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## PrecedingText Property

---

Note: This documentation is preliminary and is subject to change.

Gets or sets text to insert immediately before the current selection in the document.

#### Definition

<b>Visual Basic</b>	Public Property <b>PrecedingText</b> As <b>String</b>
<b>C#</b>	public <b>string</b> <b>PrecedingText</b> { get; set; }
<b>Managed C++</b>	public: __property <b>String*</b> get <b>_PrecedingText</b> (); public: __property void set <b>_PrecedingText(String*)</b> ;
<b>JScript</b>	public function get <b>PrecedingText</b> () : <b>String</b> public function set <b>PrecedingText(String)</b> ;

#### Property Value

**System.String.**

This property is read/write.

#### Remarks

This is used by the recognition engine to do more accurate dictation because it knows the words before where the dictation is occurring.

---

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## SelectedText Property

---

Note: This documentation is preliminary and is subject to change.

Gets or sets selected text in the document.

#### Definition

<b>Visual Basic</b>	Public Property <b>SelectedText</b> As <b>String</b>
<b>C#</b>	public <b>string</b> <b>SelectedText</b> { get; set; }
<b>Managed C++</b>	public: __property <b>String*</b> get <b>_SelectedText</b> (); public: __property void set <b>_SelectedText(String*)</b> ;
<b>JScript</b>	public function get <b>SelectedText</b> () : <b>String</b> public function set <b>SelectedText(String)</b> ;

#### Property Value

**System.String.**

This property is read/write.

## Remarks

This property can be used to inform the engine of any selected text in the document.

---

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## SubsequentText Property

---

Note: This documentation is preliminary and is subject to change.

Gets or sets text to insert immediately after the current selection in the document.

## Definition

<b>Visual Basic</b>	Public Property <b>SubsequentText</b> As <u>String</u>
<b>C#</b>	public <u>string</u> <b>SubsequentText</b> { get; set; }
<b>Managed C++</b>	public: __property <u>String</u> * get_ <b>SubsequentText</b> (); public: __property void set_ <b>SubsequentText</b> ( <u>String</u> *);
<b>JScript</b>	public function get <b>SubsequentText</b> () : <u>String</u> public function set <b>SubsequentText</b> ( <u>String</u> );

## Property Value

**System.String.**

This property is read/write.

## Remarks

This is used by the recognition engine to do more accurate dictation because it knows the words after where the dictation is occurring.

---

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## Topic Property

---

Note: This documentation is preliminary and is subject to change.

Gets the current dictation topic.

## Definition

**Visual Basic** Public ReadOnly Property **Topic** As DictationTopic

```

C#      public DictationTopic Topic { get; }
Managed C++ public: __property DictationTopic get_Topic();
JScript public function get Topic() : DictationTopic

```

Property Value

**System.Speech.Recognition.DictationTopic.**

This property is read-only.

---

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## DisplayToken Class

---

Note: This documentation is preliminary and is subject to change.

Represents a token, in western languages this is typically a word, that was recognized by the speech recognizer.

Definition

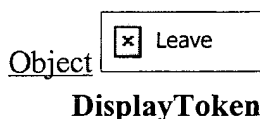
```

Visual Basic Public Class DisplayToken
                  Inherits Object
C#      public class DisplayToken : Object
Managed C++ public __gc class DisplayToken : public Object
JScript    public class DisplayToken extends Object

```

Members Table

Inheritance Hierarchy



Class Information

```

Namespace System.Speech.Recognition
Assembly System.Speech (system.speech.dll)
Strong Name System.Speech, Version=6.0.4044.0, Culture=neutral,
                PublicKeyToken=365143bb27e7ac8b

```

---

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## ToString Method

---

Note: This documentation is preliminary and is subject to change.

Gets the display text of the token.

Definition

**Visual Basic** Overrides Public Function **ToString()** As **String**  
**C#** public override **string ToString();**  
**Managed C++** public: **String\* ToString();**  
**JScript** public override function **ToString()** : **String;**

Return Value

**System.String.**

---

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## Audio Property

---

Note: This documentation is preliminary and is subject to change.

Gets the captured audio that corresponds to this recognized token.

Definition

**Visual Basic** Public ReadOnly Property **Audio** As **RecognitionAudio**  
**C#** public **RecognitionAudio Audio** { get; }  
**Managed C++** public: \_\_property **RecognitionAudio\*** get\_**Audio**();  
**JScript** public function get **Audio()** : **RecognitionAudio**

Property Value

**System.Speech.Recognition.RecognitionAudio.**

This property is read-only.

---

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## LeadingSpace Property

---

Note: This documentation is preliminary and is subject to change.

Gets the leading space requirements for this token.

#### Definition

**Visual Basic** Public ReadOnly Property **LeadingSpace** As **LeadingSpace**  
**C#** public **LeadingSpace** **LeadingSpace** { get; }  
**Managed C++** public: \_\_property **LeadingSpace** get\_**LeadingSpace**();  
**JScript** public function get **LeadingSpace**() : **LeadingSpace**

#### Property Value

**System.Speech.Recognition.LeadingSpace.**

This property is read-only.

---

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## SpokenTokens Property

---

Note: This documentation is preliminary and is subject to change.

Gets the collection of tokens that that was recognized by the speech recognizer.

#### Definition

**Visual Basic** Public ReadOnly Property **SpokenTokens** As **SpokenTokenCollection**  
**C#** public **SpokenTokenCollection** **SpokenTokens** { get; }  
**Managed C++** public: \_\_property **SpokenTokenCollection**\* get\_**SpokenTokens**();  
**JScript** public function get **SpokenTokens**() : **SpokenTokenCollection**

#### Property Value

**System.Speech.Recognition.SpokenTokenCollection.**

This property is read-only.

---

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## Text Property

---

Note: This documentation is preliminary and is subject to change.

Gets the display text of the token.

#### Definition

**Visual Basic** Public ReadOnly Property Text As String

**C#** public string Text { get; }

**Managed C++** public: \_\_property String\* get\_Text();

**JScript** public function get Text() : String

#### Property Value

**System.String.**

This property is read-only.

---

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## TrailingSpace Property

---

Note: This documentation is preliminary and is subject to change.

Gets the trailing space requirements for this token.

#### Definition

**Visual Basic** Public ReadOnly Property TrailingSpace As TrailingSpace

**C#** public TrailingSpace TrailingSpace { get; }

**Managed C++** public: \_\_property TrailingSpace get\_TrailingSpace();

**JScript** public function get TrailingSpace() : TrailingSpace

#### Property Value

**System.Speech.Recognition.TrailingSpace.**

This property is read-only.

---

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## DisplayTokenCollection Class



---

Note: This documentation is preliminary and is subject to change.

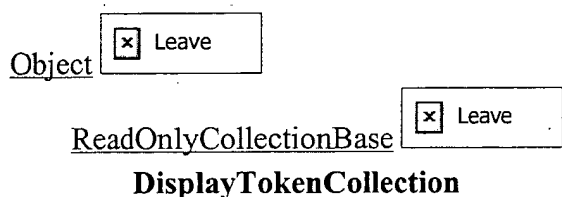
Represents a collection of recognized tokens.

#### Definition

<b>Visual Basic</b>	Public Class <b>DisplayTokenCollection</b> Inherits <u><i>ReadOnlyCollectionBase</i></u>
<b>C#</b>	public class <b>DisplayTokenCollection</b> : <u><i>ReadOnlyCollectionBase</i></u>
<b>Managed</b>	public __gc
<b>C++</b>	class <b>DisplayTokenCollection</b> : public <u><i>ReadOnlyCollectionBase</i></u>
<b>JScript</b>	public class <b>DisplayTokenCollection</b> extends <u><i>ReadOnlyCollectionBase</i></u>

#### Members Table

#### Inheritance Hierarchy



#### Class Information

<b>Namespace</b>	System.Speech.Recognition
<b>Assembly</b>	System.Speech (system.speech.dll)
<b>Strong Name</b>	System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## GetAlternates Method

---

Note: This documentation is preliminary and is subject to change.

Gets a collection of alternates specified by a range of tokens in the result.

#### Overload List

<u>public RecognitionPhraseAlternateCollection</u>	<u>GetAlternates (Int32, Int32)</u>
<u>public RecognitionPhraseAlternateCollection</u>	<u>GetAlternates (Int32, Int32, Int32)</u>

---

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## GetAudio Method

---

Note: This documentation is preliminary and is subject to change.

Gets the captured audio that corresponds to the specified range of tokens in this collection.

### Definition

	Public Function <b>GetAudio</b> ( _
	ByVal <i>firstToken</i> As <b>Integer</b> , _
<b>Visual Basic</b>	ByVal <i>countOfTokens</i> As <b>Integer</b> _
	) As <b>RecognitionAudio</b>
	public <b>RecognitionAudio</b> <b>GetAudio</b> (
<b>C#</b>	<i>int</i> <i>firstToken</i> ,
	<i>int</i> <i>countOfTokens</i>
	);
	public: <b>RecognitionAudio*</b> <b>GetAudio</b> (
<b>Managed C++</b>	<i>int</i> <i>firstToken</i> ,
	<i>int</i> <i>countOfTokens</i>
	);
	public function <b>GetAudio</b> (
<b>JScript</b>	<i>firstToken</i> : <i>int</i> ,
	<i>countOfTokens</i> : <i>int</i>
	) : <b>RecognitionAudio</b> ;

### Parameters

*firstToken* **System.Int32**. The first token to consider  
*countOfTokens* **System.Int32**. The number of tokens to consider

### Return Value

**System.Speech.Recognition.RecognitionAudio**.

An instance of the RecognitionAudio class that represents the captured audio

---

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## GetText Method

---

Note: This documentation is preliminary and is subject to change.

Gets the text that the specified range of tokens represents.

Definition

	Public Function <b>GetText</b> ( _
<b>Visual Basic</b>	ByVal <i>firstToken</i> As <u>Integer</u> , _
	ByVal <i>countOfTokens</i> As <u>Integer</u> _
	) As <u>String</u>
	public <b>string</b> <b>GetText</b> (
<b>C#</b>	<u>int</u> <i>firstToken</i> ,
	<u>int</u> <i>countOfTokens</i>
	);
	public: <u>String*</u> <b>GetText</b> (
<b>Managed C++</b>	<u>int</u> <i>firstToken</i> ,
	<u>int</u> <i>countOfTokens</i>
	);
	public function <b>GetText</b> (
<b>JScript</b>	<i>firstToken</i> : <u>int</u> ,
	<i>countOfTokens</i> : <u>int</u>
	) : <u>String</u> ;

Parameters

*firstToken*      **System.Int32**. The first token to consider  
*countOfTokens* **System.Int32**. The number of tokens to consider

Return Value

**System.String**.

---

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## Audio Property

---

Note: This documentation is preliminary and is subject to change.

Gets the captured audio that corresponds to this collection of recognized tokens.

Definition

<b>Visual Basic</b>	Public ReadOnly Property <b>Audio</b> As <u>RecognitionAudio</u>
<b>C#</b>	public <u>RecognitionAudio</u> <b>Audio</b> { get; }
<b>Managed C++</b>	public: __property <u>RecognitionAudio*</u> get_ <b>Audio</b> ();
<b>JScript</b>	public function get <b>Audio</b> () : <u>RecognitionAudio</u>

Property Value

**System.Speech.Recognition.RecognitionAudio.**

This property is read-only.

---

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## Item Property

---

Note: This documentation is preliminary and is subject to change.

Gets the token at the specified position.

Definition

	Public ReadOnly Property <b>Item</b> ( _
<b>Visual Basic</b>	ByVal <i>index</i> As <b>Integer</b> _
	) As <b>DisplayToken</b>
	public <b>DisplayToken</b> this[
<b>C#</b>	<b>int</b> <i>index</i>
	] { get; }
	public: __property <b>DisplayToken</b> * get_ <b>Item</b> (
<b>Managed C++</b>	<b>int</b> <i>index</i>
	);
<b>JScript</b>	In JScript, you can use indexed properties, but you cannot define your own.

Property Value

**System.Speech.Recognition.DisplayToken.**

This property is read-only.

Parameters

*index* **System.Int32.**

---

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## LeadingSpace Property

---

Note: This documentation is preliminary and is subject to change.

Gets the leading space requirements for this fragment of text.

Definition

```
Visual Basic Public ReadOnly Property LeadingSpace As LeadingSpace  
C# public LeadingSpace LeadingSpace { get; }  
Managed C++ public: __property LeadingSpace get LeadingSpace();  
JScript public function get LeadingSpace() : LeadingSpace
```

Property Value

**System.Speech.Recognition.LeadingSpace.**

This property is read-only.

---

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## Text Property

---

Note: This documentation is preliminary and is subject to change.

Gets the text that this collection of token represents.

Definition

```
Visual Basic Public ReadOnly Property Text As String  
C# public string Text { get; }  
Managed C++ public: __property String* get Text();  
JScript public function get Text() : String
```

Property Value

**System.String.**

This property is read-only.

---

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## TrailingSpace Property

---

Note: This documentation is preliminary and is subject to change.

Gets the trailing space requirements for this fragment of text.

#### Definition

**Visual Basic** Public ReadOnly Property **TrailingSpace** As **TrailingSpace**  
**C#** public **TrailingSpace** **TrailingSpace** { get; }  
**Managed C++** public: \_\_property **TrailingSpace** get\_**TrailingSpace**();  
**JScript** public function get **TrailingSpace**() : **TrailingSpace**

#### Property Value

**System.Speech.Recognition.TrailingSpace.**

This property is read-only.

---

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## Grammar Class

---

Note: This documentation is preliminary and is subject to change.

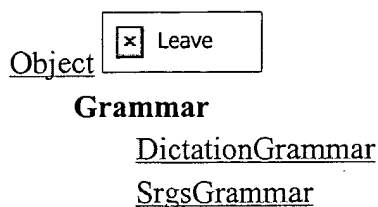
The Grammar class is a logical housing for individual recognition rules and dictation grammars

#### Definition

**Visual Basic** Public Class **Grammar**  
Inherits *Object*  
Implements *IDisposable*  
**C#** public class **Grammar** : *Object*,  
*IDisposable*  
**Managed C++** public \_\_gc class **Grammar** : public *Object*,  
*IDisposable*  
**JScript** public class **Grammar** extends *Object*  
implements *IDisposable*

#### Members Table

#### Inheritance Hierarchy



## Class Information

**Namespace** System.Speech.Recognition  
**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## Dispose Method

---

Note: This documentation is preliminary and is subject to change.

## Overload List

protected virtual Void Dispose (Boolean)  
protected virtual Void Dispose ()

---

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## Finalize Method

---

Note: This documentation is preliminary and is subject to change.

Releases unmanaged resources and performs other cleanup operations before this instance of the Grammar class is reclaimed by garbage collection.

## Definition

**Visual Basic** Overrides Protected Sub **Finalize()**  
**C#** ~Grammar();  
**Managed C++** ~Grammar();  
**JScript** protected override function **Finalize()** : void;

---

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## Grammar Method

---

Note: This documentation is preliminary and is subject to change.

Initializes a new instance of the Grammar class.

Overload List

```
public Grammar ()
public Grammar (String)
public Grammar (IRecognizer)
```

Remarks

The Grammar will be assigned to the default GrammarGroup for the specified Recognizer.

---

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## Load Method

---

Note: This documentation is preliminary and is subject to change.

Loads a grammar from the specified source URI.

Overload List

```
public virtual Void Load (String)
public virtual Void Load (Stream)
```

---

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## AllowUpdateOnRecognition Property

---

Note: This documentation is preliminary and is subject to change.

Gets or sets a value that specifies whether the recognition engine will pause its recognition processing while the Recognition event is being processed.

Definition

<b>Visual Basic</b>	Overridable Public Property <b>AllowUpdateOnRecognition</b> As <b>Boolean</b>
<b>C#</b>	public virtual <b>bool</b> <b>AllowUpdateOnRecognition</b> { get; set; }
<b>Managed C++</b>	public: __property virtual <b>bool</b> get <b>AllowUpdateOnRecognition</b> (); public: __property virtual void set <b>AllowUpdateOnRecognition</b> ( <b>bool</b> );
<b>JScript</b>	public function get <b>AllowUpdateOnRecognition</b> () : <b>boolean</b> public function set <b>AllowUpdateOnRecognition</b> ( <b>boolean</b> );



## Property Value

**System.Boolean.**

This property is read/write.

## Remarks

Setting this property to true causes the engine to temporarily pause its recognition processing while the Recognition event is being processed. This is useful if the application wants to change the grammar or stop the recognizer immediately after a recognition result is produced, before the recognizer has processed any additional audio. If you set it to true then very little appears different, but any grammar changes you make during recognition events are synchronous. By default this is false.

---

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## BaseUri Property

---

Note: This documentation is preliminary and is subject to change.

Gets or sets a base URI from which relative paths to rulerefs can be resolved.

## Definition

<b>Visual Basic</b>	Public Property <b>BaseUri</b> As <u>String</u>
<b>C#</b>	public <u>string</u> <b>BaseUri</b> { get; set; }
<b>Managed C++</b>	public: __property <u>String*</u> get_ <b>BaseUri</b> (); public: __property void set_ <b>BaseUri</b> ( <u>String*</u> );
<b>JScript</b>	public function get <b>BaseUri</b> () : <u>String</u> public function set <b>BaseUri</b> ( <u>String</u> );

## Property Value

**System.String.**

This property is read/write.

---

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## Category Property

---

Note: This documentation is preliminary and is subject to change.

Gets or sets the category the grammar is associated with.

#### Definition

<b>Visual Basic</b>	Public Property <b>Category</b> As <u>Category</u>
<b>C#</b>	public <u>Category</u> <b>Category</b> { get; set; }
<b>Managed C++</b>	public: __property <u>Category</u> * get_ <b>Category</b> (); public: __property void set_ <b>Category</b> ( <u>Category</u> *);
<b>JScript</b>	public function get <b>Category</b> () : <u>Category</u> public function set <b>Category</b> ( <u>Category</u> );

#### Property Value

**System.Speech.Recognition.Category.**

This property is read/write.

---

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## IsActive Property

---

Note: This documentation is preliminary and is subject to change.

Gets or sets a value that specifies whether the grammar is active or not.

#### Definition

<b>Visual Basic</b>	Public Property <b>IsActive</b> As <u>Boolean</u>
<b>C#</b>	public <u>bool</u> <b>IsActive</b> { get; set; }
<b>Managed C++</b>	public: __property <u>bool</u> get_ <b>IsActive</b> (); public: __property void set_ <b>IsActive</b> ( <u>bool</u> );
<b>JScript</b>	public function get <b>IsActive</b> () : <u>boolean</u> public function set <b>IsActive</b> ( <u>boolean</u> );

#### Property Value

**System.Boolean.**

This property is read/write.

#### Remarks

For a rule to be recognized, it has to be top level, it has to be active, and it has to be housed in an active grammar.

---

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## ListTextBuffer Property

---

Note: This documentation is preliminary and is subject to change.

Like the TextBuffer, this is used with the <textbuffer> element to allow a user to speak a sub-string of text. This field is different because any sub-string of an array of strings can be spoken.

### Definition

<b>Visual Basic</b>	Public Property ListTextBuffer As <u>String</u> ()
<b>C#</b>	public <u>string</u> [] ListTextBuffer { get; set; }
<b>Managed C++</b>	public: __property <u>String</u> * get_ListTextBuffer(); public: __property void set_ListTextBuffer( <u>String</u> *);
<b>JScript</b>	public function get ListTextBuffer() : <u>String</u> [] public function set ListTextBuffer( <u>String</u> []);

### Property Value

**System.String.**

This property is read/write.

---

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## Name Property

---

Note: This documentation is preliminary and is subject to change.

Gets or sets the name of a grammar contained in a GrammarGroup or RecognitionResults.

### Definition

<b>Visual Basic</b>	Public Property Name As <u>String</u>
<b>C#</b>	public <u>string</u> Name { get; set; }
<b>Managed C++</b>	public: __property <u>String</u> * get_Name(); public: __property void set_Name( <u>String</u> *);
<b>JScript</b>	public function get Name() : <u>String</u> public function set Name( <u>String</u> );

### Property Value

**System.String.**

This property is read/write.

**Remarks**

Each grammar has a name. This name can be used to identify a grammar in its containing GrammarGroup and in RecognitionResults

---

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## Recognizer Property

---

Note: This documentation is preliminary and is subject to change.

Gets or sets the speech recognizer that hosts this grammar.

**Definition**

<b>Visual Basic</b>	Public Property <b>Recognizer</b> As <b>IRecognizer</b>
<b>C#</b>	public <b>IRecognizer</b> <b>Recognizer</b> { get; set; }
<b>Managed C++</b>	public: __property <b>IRecognizer*</b> get_ <b>Recognizer</b> (); public: __property void set_ <b>Recognizer</b> ( <b>IRecognizer*</b> );
<b>JScript</b>	public function get <b>Recognizer</b> () : <b>IRecognizer</b> public function set <b>Recognizer</b> ( <b>IRecognizer</b> );

**Property Value**

**System.Speech.Recognition.IRecognizer.**

This property is read/write.

**Remarks**

If a recognizer is not already set when the property's get accessor is called, a new recognizer will be created.

---

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## RootRule Property

---

Note: This documentation is preliminary and is subject to change.

Gets the root rule of the grammar.

#### Definition

<b>Visual Basic</b>	Public ReadOnly Property <b>RootRule</b> As <b>Rule</b>
<b>C#</b>	public <b>Rule</b> <b>RootRule</b> { get; }
<b>Managed C++</b>	public: __property <b>Rule</b> * get_ <b>RootRule</b> ();
<b>JScript</b>	public function get <b>RootRule</b> () : <b>Rule</b>

#### Property Value

**System.Speech.Recognition.Rule.**

This property is read-only.

---

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## SharingUri Property

---

Note: This documentation is preliminary and is subject to change.

Gets or sets a name to use in rulerefs when referencing this grammar from other grammars.

#### Definition

<b>Visual Basic</b>	Public Property <b>SharingUri</b> As <b>String</b>
<b>C#</b>	public <b>string</b> <b>SharingUri</b> { get; set; }
<b>Managed C++</b>	public: __property <b>String</b> * get_ <b>SharingUri</b> (); public: __property void set_ <b>SharingUri</b> ( <b>String</b> *);
<b>JScript</b>	public function get <b>SharingUri</b> () : <b>String</b> public function set <b>SharingUri</b> ( <b>String</b> );

#### Property Value

**System.String.**

This property is read/write.

#### Remarks

Setting this property allows grammars that are dynamically built or edited to be referenced in rulerefs.

---

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## TextBuffer Property

---

Note: This documentation is preliminary and is subject to change.

Gets or sets the text from which a sub-range can be selected.

Definition

<b>Visual Basic</b>	Public Property <b>TextBuffer</b> As <b>String</b>
<b>C#</b>	public <b>string</b> <b>TextBuffer</b> { get; set; }
<b>Managed C++</b>	public: __property <b>String*</b> get_ <b>TextBuffer</b> (); public: __property void set_ <b>TextBuffer</b> ( <b>String*</b> );
<b>JScript</b>	public function get <b>TextBuffer</b> () : <b>String</b> public function set <b>TextBuffer</b> ( <b>String</b> );

Property Value

**System.String.**

This property is read/write.

---

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## TopLevelRules Property

---

Note: This documentation is preliminary and is subject to change.

Gets the collection of rules contained by this instance of the Grammar class.

Definition

<b>Visual Basic</b>	Public ReadOnly Property <b>TopLevelRules</b> As <b>RuleCollection</b>
<b>C#</b>	public <b>RuleCollection</b> <b>TopLevelRules</b> { get; }
<b>Managed C++</b>	public: __property <b>RuleCollection*</b> get_ <b>TopLevelRules</b> ();
<b>JScript</b>	public function get <b>TopLevelRules</b> () : <b>RuleCollection</b>

Property Value

**System.Speech.Recognition.RuleCollection.**

This property is read-only.

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## Hypothesis Event

---

Note: This documentation is preliminary and is subject to change.

Occurs when a spoken phrase is partially recognized.

### Definition

**Visual Basic** Public Event **Hypothesis** As *RecognitionEventHandler*  
**C#** public event *RecognitionEventHandler* **Hypothesis**;  
**Managed C++** public: \_\_event **Hypothesis**;  
**JScript** In JScript, you can use events, but you cannot define your own.

### Remarks

The application may use this event to display intermediate recognition results to the user.

---

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## NoRecognition Event

---

Note: This documentation is preliminary and is subject to change.

Occurs when a spoken phrase is not recognized.

### Definition

**Visual Basic** Public Event **NoRecognition** As *RecognitionEventHandler*  
**C#** public event *RecognitionEventHandler* **NoRecognition**;  
**Managed C++** public: \_\_event **NoRecognition**;  
**JScript** In JScript, you can use events, but you cannot define your own.

### Remarks

Handle this event to indicate to the user that the spoken phrase was unrecognized. The Result object in the event args will be null.

---

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# Recognition Event

---

Note: This documentation is preliminary and is subject to change.

Occurs when a spoken phrase is successfully recognized.

## Definition

**Visual Basic** Public Event **Recognition** As *RecognitionEventHandler*  
**C#** public event *RecognitionEventHandler* **Recognition**;  
**Managed C++** public: \_\_event **Recognition**;  
**JScript** In JScript, you can use events, but you cannot define your own.

## Remarks

The audio position and recognition result can be accessed through the RecognitionEventArgs parameter.

---

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# RejectedRecognition Event

---

Note: This documentation is preliminary and is subject to change.

Occurs when a spoken phrase is recognized with low confidence.

## Definition

**Visual Basic** Public Event **RejectedRecognition** As *RecognitionEventHandler*  
**C#** public event *RecognitionEventHandler* **RejectedRecognition**;  
**Managed C++** public: \_\_event **RejectedRecognition**;  
**JScript** In JScript, you can use events, but you cannot define your own.

## Remarks

The application should confirm the recognition result with the user before processing this event as a successful recognition. The audio position and recognition result can be accessed through the RecognitionEventArgs parameter.

---

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# GrammarCollection Class

---

Note: This documentation is preliminary and is subject to change.

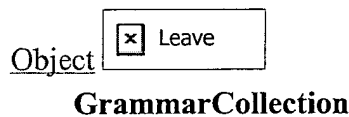
Represents a collection of Grammar objects.

Definition

	Public Class <b>GrammarCollection</b>
<b>Visual Basic</b>	Inherits <u><i>Object</i></u> Implements <u><i>ICollection</i></u> , <u><i>IEnumerable</i></u> , <u><i>IList</i></u>
<b>C#</b>	public class <b>GrammarCollection</b> : <u><i>Object</i></u> , <u><i>ICollection</i></u> , <u><i>IEnumerable</i></u> , <u><i>IList</i></u>
<b>Managed C++</b>	public __gc class <b>GrammarCollection</b> : public <u><i>Object</i></u> , <u><i>ICollection</i></u> , <u><i>IEnumerable</i></u> , <u><i>IList</i></u>
<b>JScript</b>	public class <b>GrammarCollection</b> extends <u><i>Object</i></u> implements <u><i>IList</i></u> , <u><i>ICollection</i></u> , <u><i>IEnumerable</i></u>

Members Table

Inheritance Hierarchy



Class Information

<b>Namespace</b>	System.Speech.Recognition
<b>Assembly</b>	System.Speech (system.speech.dll)
<b>Strong Name</b>	System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## Add Method

---

Note: This documentation is preliminary and is subject to change.

Adds a new Grammar with the specified name to the collection.

Overload List

public Grammar Add (String)  
public Grammar Add ()  
public Grammar Add (Grammar)

---

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## Clear Method

---

Note: This documentation is preliminary and is subject to change.

Removes all objects from the collection.

Definition

**Visual Basic** Public Sub **Clear()**  
**C#** public **void** **Clear()**;  
**Managed C++** public: **void** **Clear()**;  
**JScript** public function **Clear()** : **void**;

---

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## Contains Method

---

Note: This documentation is preliminary and is subject to change.

Determines whether the collection contains a specific grammar.

Definition

**Visual Basic** Public Function **Contains**( \_  
ByVal *grammar* As **Grammar** \_  
) As **Boolean**  
**C#** public **bool** **Contains**(  
**Grammar** *grammar*  
);  
**Managed C++** public: **bool** **Contains**(  
**Grammar**\* *grammar*  
);  
**JScript** public function **Contains**(  
*grammar* : **Grammar**  
) : **boolean**;

## Parameters

*grammar* **System.Speech.Recognition.Grammar**. The grammar to locate in the collection.

## Return Value

**System.Boolean**. True if the grammar is found in the collection; otherwise, false.

---

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## CopyTo Method

---

Note: This documentation is preliminary and is subject to change.

Copies the elements of the collection to an array, starting at the specified index in the array.

## Definition

	Public Sub <b>CopyTo</b> ( _
<b>Visual Basic</b>	ByVal <i>array</i> As <b>Array</b> , _
	ByVal <i>index</i> As <b>Integer</b> _
	)
	public <b>void</b> <b>CopyTo</b> (
<b>C#</b>	<b>Array</b> <i>array</i> ,
	<b>int</b> <i>index</i>
	);
	public: <b>void</b> <b>CopyTo</b> (
<b>Managed C++</b>	<b>Array*</b> <i>array</i> ,
	<b>int</b> <i>index</i>
	);
	public function <b>CopyTo</b> (
<b>JScript</b>	<i>array</i> : <b>Array</b> ,
	<i>index</i> : <b>int</b>
	) : <b>void</b> ;

## Parameters

*array* **System.Array**. The one-dimensional array that is the destination of the elements copied from the collection. The array must have zero-based indexing.

*index* **System.Int32**. The zero-based index in the array at which copying begins.

---

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# GetEnumerator Method

Note: This documentation is preliminary and is subject to change.

Returns a System.Collections.IEnumerator-implemented object that contains all Grammar objects within the GrammarCollection.

## Definition

```

Visual Basic Public Function GetEnumerator() As IEnumerator
C#           public IEnumerator GetEnumerator();
Managed C++ public: IEnumerator* GetEnumerator();
JScript      public function GetEnumerator() : IEnumerator;
  
```

## Return Value

**System.Collections.IEnumerator.**

A System.Collections.IEnumerator-implemented object that contains all Grammar objects within the GrammarCollection.

---

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# IList.Add Method

Note: This documentation is preliminary and is subject to change.

## Definition

```

Visual Basic Private Function IList.Add( _
                ByVal value As Object _
                ) As Integer
C#           private int IList.Add(
                object value
                );
Managed C++ private: int IList.Add(
                Object* value
                );
JScript      private function IList.Add(
                value : Object
                ) : int;
  
```

## Parameters

*value* **System.Object.**

Return Value

**System.Int32.**

---

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## **IList.Contains Method**

---

Note: This documentation is preliminary and is subject to change.

Definition

<b>Visual Basic</b>	Private Function <b>IList.Contains</b> ( _ ByVal <i>value</i> As <b>Object</b> _ ) As <b>Boolean</b>
<b>C#</b>	private <b>bool</b> <b>IList.Contains</b> ( <b>object</b> <i>value</i> );
<b>Managed C++</b>	private: <b>bool</b> <b>IList.Contains</b> ( <b>Object*</b> <i>value</i> );
<b>JScript</b>	private function <b>IList.Contains</b> ( <i>value</i> : <b>Object</b> ) : <b>boolean</b> ;

Parameters

*value* **System.Object.**

Return Value

**System.Boolean.**

---

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## **IList.IndexOf Method**

---

Note: This documentation is preliminary and is subject to change.

Definition

	Private Function <b>IList.IndexOf</b> ( _
<b>Visual Basic</b>	ByVal <i>value</i> As <u>Object</u> _
	) As <u>Integer</u>
	private <u>int</u> <b>IList.IndexOf</b> (
<b>C#</b>	<u>object</u> <i>value</i>
	);
	private: <u>int</u> <b>IList.IndexOf</b> (
<b>Managed C++</b>	<u>Object</u> * <i>value</i>
	);
	private function <b>IList.IndexOf</b> (
<b>JScript</b>	<i>value</i> : <u>Object</u>
	) : <u>int</u> ;

## Parameters

*value* **System.Object.**

## Return Value

**System.Int32.**

---

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## IList.Insert Method

---

Note: This documentation is preliminary and is subject to change.

## Definition

	Private Sub <b>IList.Insert</b> ( _
<b>Visual Basic</b>	ByVal <i>index</i> As <u>Integer</u> , _
	ByVal <i>value</i> As <u>Object</u> _
	)
	private <u>void</u> <b>IList.Insert</b> (
<b>C#</b>	<u>int</u> <i>index</i> ,
	<u>object</u> <i>value</i>
	);
	private: <u>void</u> <b>IList.Insert</b> (
<b>Managed C++</b>	<u>int</u> <i>index</i> ,
	<u>Object</u> * <i>value</i>
	);
	private function <b>IList.Insert</b> (
<b>JScript</b>	<i>index</i> : <u>int</u> ,
	<i>value</i> : <u>Object</u>
	) : <u>void</u> ;

## Parameters

*index* **System.Int32.**  
*value* **System.Object.**

---

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## IList.Remove Method

---

Note: This documentation is preliminary and is subject to change.

## Definition

<b>Visual Basic</b>	Private Sub <b>IList.Remove</b> ( ByVal <i>value</i> As <b>Object</b> _ )
<b>C#</b>	private <b>void</b> <b>IList.Remove</b> ( <b>object</b> <i>value</i> );
<b>Managed C++</b>	private: <b>void</b> <b>IList.Remove</b> ( <b>Object*</b> <i>value</i> );
<b>JScript</b>	private function <b>IList.Remove</b> ( <i>value</i> : <b>Object</b> ) : <b>void</b> ;

## Parameters

*value* **System.Object.**

---

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## IndexOf Method

---

Note: This documentation is preliminary and is subject to change.

Determines the index of a specific grammar in the collection.

## Definition

**Visual Basic** Public Function **IndexOf**(  
     ByVal *grammar* As **Grammar** \_

```

        ) As Integer
        public int IndexOf(
C#           Grammar grammar
        );
        public: int IndexOf(
Managed C++ Grammar* grammar
        );
        public function IndexOf(
JScript      grammar : Grammar
        ) : int;

```

#### Parameters

*grammar* **System.Speech.Recognition.Grammar**. The grammar to locate in the collection.

#### Return Value

**System.Int32**. The index of grammar if found in the collection; otherwise, -1.

---

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## Insert Method

---

Note: This documentation is preliminary and is subject to change.

Inserts a grammar into the collection at the specified position.

#### Definition

```

        Public Sub Insert( _
Visual Basic      ByVal index As Integer, _
        ByVal grammar As Grammar _
        )
        public void Insert(
C#               int index,
        Grammar grammar
        );
        public: void Insert(
Managed C++      int index,
        Grammar* grammar
        );
        public function Insert(
JScript           index : int,
        grammar : Grammar

```



) : void;

#### Parameters

*index*     **System.Int32**. The zero-based index at which grammar should be inserted.

*grammar*   **System.Speech.Recognition.Grammar**. The grammar to insert into the collection.

---

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## Remove Method

---

Note: This documentation is preliminary and is subject to change.

Removes the first occurrence of the specified grammar from the collection.

#### Definition

	Public Sub <b>Remove</b> ( _
<b>Visual Basic</b>	ByVal <i>grammar</i> As <b>Grammar</b> _
	)
	public <u>void</u> <b>Remove</b> (
<b>C#</b>	<b>Grammar</b> <i>grammar</i>
	);
	public: <u>void</u> <b>Remove</b> (
<b>Managed C++</b>	<b>Grammar</b> * <i>grammar</i>
	);
	public function <b>Remove</b> (
<b>JScript</b>	<i>grammar</i> : <b>Grammar</b>
	) : <u>void</u> ;

#### Parameters

*grammar*   **System.Speech.Recognition.Grammar**. The grammar to remove from the collection.

---

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## RemoveAt Method

---

Note: This documentation is preliminary and is subject to change.

Removes the specified item from the collection.

#### Definition

<b>Visual Basic</b>	Public Sub <b>RemoveAt</b> ( ByVal <i>index</i> As <u><b>Integer</b></u> _ )
<b>C#</b>	public <u><b>void</b></u> <b>RemoveAt</b> ( <u><b>int</b></u> <i>index</i> );
<b>Managed C++</b>	public: <u><b>void</b></u> <b>RemoveAt</b> ( <u><b>int</b></u> <i>index</i> );
<b>JScript</b>	public function <b>RemoveAt</b> ( <i>index</i> : <u><b>int</b></u> ) : <u><b>void</b></u> ;

#### Parameters

*index* **System.Int32**. The zero-based index of the item to remove.

---

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## Count Property

---

Note: This documentation is preliminary and is subject to change.

Gets the number of items in this collection.

#### Definition

<b>Visual Basic</b>	Public ReadOnly Property <b>Count</b> As <u><b>Integer</b></u>
<b>C#</b>	public <u><b>int</b></u> <b>Count</b> { get; }
<b>Managed C++</b>	public: __property <u><b>int</b></u> get <b>Count</b> ();
<b>JScript</b>	public function get <b>Count</b> () : <u><b>int</b></u>

#### Property Value

**System.Int32**.

This property is read-only.

---

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## IsFixedSize Property

---

Note: This documentation is preliminary and is subject to change.

Gets a value that specifies whether the collection has a fixed size.

### Definition

```
Visual Basic Public ReadOnly Property IsFixedSize As Boolean  
C# public bool IsFixedSize { get; }  
Managed C++ public: __property bool get_IsFixedSize();  
JScript public function get IsFixedSize() : boolean
```

### Property Value

**System.Boolean.**

This property is read-only.

---

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## IsReadOnly Property

---

Note: This documentation is preliminary and is subject to change.

Gets a value that specifies whether the collection is read-only.

### Definition

```
Visual Basic Public ReadOnly Property IsReadOnly As Boolean  
C# public bool IsReadOnly { get; }  
Managed C++ public: __property bool get_IsReadOnly();  
JScript public function get IsReadOnly() : boolean
```

### Property Value

**System.Boolean.**

This property is read-only.

---

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## IsSynchronized Property

---

Note: This documentation is preliminary and is subject to change.

Gets a value indicating whether access to the collection is thread-safe.

### Definition

**Visual Basic** Public ReadOnly Property **IsSynchronized** As **Boolean**

**C#** public **bool** **IsSynchronized** { get; }

**Managed C++** public: \_\_property **bool** get\_**IsSynchronized**();

**JScript** public function get **IsSynchronized**() : **boolean**

### Property Value

**System.Boolean.**

This property is read-only.

---

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## Item Property

---

Note: This documentation is preliminary and is subject to change.

Gets or sets the Grammar at the specified index.

### Definition

**Visual Basic** Public Property **Item**( \_  
ByVal *index* As **Integer** \_  
) As **Grammar**

**C#** public **Grammar** this[  
**int** *index*  
] { get; set; }  
public: \_\_property **Grammar**\* get\_**Item**(  
**int** *index*  
);

**Managed C++** public: \_\_property void set\_**Item**(  
**int** *index*,  
**Grammar**\*  
);

**JScript** In JScript, you can use indexed properties, but you cannot define your own.

## Property Value

**System.Speech.Recognition.Grammar.**

This property is read/write.

## Parameters

*index* **System.Int32.**

---

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## SyncRoot Property

---

Note: This documentation is preliminary and is subject to change.

Gets an object that can be used to synchronize access to the collection.

## Definition

**Visual Basic** Public ReadOnly Property **SyncRoot** As Object  
**C#** public object **SyncRoot** { get; }  
**Managed C++** public: \_\_property Object\* get\_SyncRoot();  
**JScript** public function get **SyncRoot**() : Object

## Property Value

**System.Object.**

This property is read-only.

---

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## InterferenceEventArgs Class

---

Note: This documentation is preliminary and is subject to change.

Provides data for the Interference event.

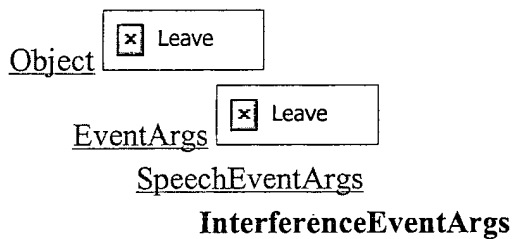
## Definition

**Visual Basic** Public Class **InterferenceEventArgs**  
 Inherits SpeechEventArgs

**C#**      public class **InterferenceEventArgs** : SpeechEventArgs  
**Managed C++** public \_\_gc class **InterferenceEventArgs** : public SpeechEventArgs  
**JScript**    public class **InterferenceEventArgs** extends SpeechEventArgs

Members Table

Inheritance Hierarchy



Class Information

**Namespace** System.Speech.Recognition  
**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## InterferenceEventArgs Method

---

Note: This documentation is preliminary and is subject to change.

Initializes a new instance of the InterferenceEventArgs class.

Definition

```

Visual Basic      Public Sub InterferenceEventArgs( _
                     ByVal audioPosition As TimeSpan, _
                     ByVal interference As InterferenceType _
                     )
C#                public InterferenceEventArgs(
                     TimeSpan audioPosition,
                     InterferenceType interference
                     );
Managed C++    public: InterferenceEventArgs(
                     TimeSpan audioPosition,
                     InterferenceType interference
                     );
  
```

```

JScript      public function InterferenceEventArgs(
              audioPosition : TimeSpan,
              interference : InterferenceType
            );

```

#### Parameters

*audioPosition* **System.TimeSpan**. Placeholder  
*interference* **System.Speech.Recognition.InterferenceType**. Interference event type.

---

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## Interference Property

---

Note: This documentation is preliminary and is subject to change.

Gets the interference type.

#### Definition

```

Visual Basic Public ReadOnly Property Interference As InterferenceType
C#           public InterferenceType Interference { get; }
Managed C++ public: __property InterferenceType get_Interference();
JScript      public function get Interference() : InterferenceType

```

#### Property Value

**System.Speech.Recognition.InterferenceType**.

This property is read-only.

---

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## LocalRecognizer Class

---

Note: This documentation is preliminary and is subject to change.

This class allows applications to create a private instance of a Recognizer in their own address space.

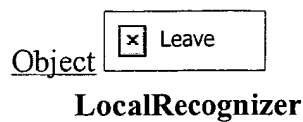
#### Definition

Public Class **LocalRecognizer**

<b>Visual Basic</b>	Inherits <u>Object</u> Implements <u>IDisposable</u> , <u>IRecognizer</u>
<b>C#</b>	public class <b>LocalRecognizer</b> : <u>Object</u> , <u>IDisposable</u> , <u>IRecognizer</u>
<b>Managed C++</b>	public __gc class <b>LocalRecognizer</b> : public <u>Object</u> , <u>IDisposable</u> , <u>IRecognizer</u>
<b>JScript</b>	public class <b>LocalRecognizer</b> extends <u>Object</u> implements <u>IRecognizer</u> , <u>IDisposable</u>

Members Table

Inheritance Hierarchy



Remarks

Unlike the SystemRecognizer which is shared with other processes on the system, the LocalRecognizer is totally under the control of the process that creates it.

Each instance of the LocalRecognizer class represents a single recognition engine. The application can connect to each recognition engine one or more recognition contexts, from which the application can control the recognition grammars to be used, start and stop recognition, and receive events and recognition results. A standard application may not need to call many of the methods on this class as the default settings are likely satisfactory.

Class Information

<b>Namespace</b>	System.Speech.Recognition
<b>Assembly</b>	System.Speech (system.speech.dll)
<b>Strong Name</b>	System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## AdaptLanguageModel Method

---

Note: This documentation is preliminary and is subject to change.

Passes a block of text to the recognition engine which can be used to adapt the active language models.

Overload List



```

public Void AdaptLanguageModel (String)
public Void AdaptLanguageModel (String[])
public Void AdaptLanguageModel (String, String, AdaptationSettings, AdaptationRelevance)
public Void AdaptLanguageModel (String
[], String, AdaptationSettings, AdaptationRelevance)

```

---

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## CancelRecognizeAsync Method

---

Note: This documentation is preliminary and is subject to change.

Cancels the currently executing asynchronous operation. If no asynchronous operation is currently executing, nothing happens.

### Definition

```

Visual Basic Public Sub CancelRecognizeAsync()
C# public void CancelRecognizeAsync();
Managed C++ public: void CancelRecognizeAsync();
JScript public function CancelRecognizeAsync() : void;

```

---

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## Dispose Method

---

Note: This documentation is preliminary and is subject to change.

Releases SAPI resources.

### Definition

```

Visual Basic Public Sub Dispose()
C# public void Dispose();
Managed C++ public: void Dispose();
JScript public function Dispose() : void;

```

---

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## EmulateRecognize Method

---

Note: This documentation is preliminary and is subject to change.

Simulates a speech recognition event by assuming the specified text was spoken.

#### Overload List

```

public Void EmulateRecognize (String)
public Void EmulateRecognize (String, CompareOptions)
public Void EmulateRecognize (String[])
public Void EmulateRecognize (String[], CompareOptions)

```

---

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## InsertBookmark Method

---

Note: This documentation is preliminary and is subject to change.

Sets a bookmark at a particular stream position.

#### Definition

<b>Visual Basic</b>	<pre> Public Sub InsertBookmark( _     ByVal streamTimeToDoBookmark As <b>TimeSpan</b>, _     ByVal tag As <b>Object</b> _ ) </pre>
<b>C#</b>	<pre> public void InsertBookmark(     <b>TimeSpan</b> streamTimeToDoBookmark,     <b>object</b> tag ); </pre>
<b>Managed C++</b>	<pre> public: void InsertBookmark(     <b>TimeSpan</b> streamTimeToDoBookmark,     <b>Object*</b> tag ); </pre>
<b>JScript</b>	<pre> public function InsertBookmark(     streamTimeToDoBookmark: <b>TimeSpan</b>,     tag: <b>Object</b> ): <b>void</b>; </pre>

#### Parameters

<i>streamTimeToDoBookmark</i>	<b>System.TimeSpan.</b>
<i>tag</i>	<b>System.Object.</b>

---

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## InsertBookmarkAhead Method

Note: This documentation is preliminary and is subject to change.

Sets a bookmark at a particular time ahead of the current audio position.

Definition

<b>Visual Basic</b>	Public Sub <b>InsertBookmarkAhead</b> ( _ ByVal <i>timeAheadToDoBookmark</i> As <b>TimeSpan</b> , _ ByVal <i>tag</i> As <b>Object</b> _ )
<b>C#</b>	public <b>void</b> <b>InsertBookmarkAhead</b> ( <b>TimeSpan</b> <i>timeAheadToDoBookmark</i> , <b>object</b> <i>tag</i> );
<b>Managed C++</b>	public: <b>void</b> <b>InsertBookmarkAhead</b> ( <b>TimeSpan</b> <i>timeAheadToDoBookmark</i> , <b>Object*</b> <i>tag</i> );
<b>JScript</b>	public function <b>InsertBookmarkAhead</b> ( <i>timeAheadToDoBookmark</i> : <b>TimeSpan</b> , <i>tag</i> : <b>Object</b> ) : <b>void</b> ;

Parameters

<i>timeAheadToDoBookmark</i>	<b>System.TimeSpan.</b>
<i>tag</i>	<b>System.Object.</b>

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## LocalRecognizer Method

Note: This documentation is preliminary and is subject to change.

Creates a new default LocalRecognizer.

Overload List

public LocalRecognizer ()

public LocalRecognizer (RecognizerAttributes)  
public LocalRecognizer (CultureInfo Class)  
public LocalRecognizer (String)

---

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## Recognize Method

---

Note: This documentation is preliminary and is subject to change.

Begins synchronous recognition, which terminates when a phrase has been recognized or after timeout.

Overload List

public RecognitionResult Recognize ()  
public RecognitionResult Recognize (RecognizeMode)

---

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## RecognizeAsync Method

---

Note: This documentation is preliminary and is subject to change.

Begins asynchronous recognition. Calling RecognizeAsync() while a previous RecognizeAsync() is still executing will block until the previous operation completes.

Overload List

public Void RecognizeAsync ()  
public Void RecognizeAsync (RecognizeMode)

---

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## RequestUpdate Method

---

Note: This documentation is preliminary and is subject to change.

Requests an update as soon as the engine can accept it. The system will fire the Update event once the recognizer is ready to receive updates.

## Overload List

```

public Void RequestUpdate ()
public Void RequestUpdate (Object)
public Void RequestUpdate (TimeSpan, Object)

```

---

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## RequestUpdateAhead Method

---

Note: This documentation is preliminary and is subject to change.

Requests an update as soon as the engine can accept it. The system will fire the Update event once the recognizer is ready to receive updates.

### Definition

<b>Visual Basic</b>	<pre> Public Sub RequestUpdateAhead( _     ByVal timeAheadToDoUpdate As <b>TimeSpan</b>, _     ByVal tag As <b>Object</b> _ ) </pre>
<b>C#</b>	<pre> public void RequestUpdateAhead(     <b>TimeSpan</b> timeAheadToDoUpdate,     <b>object</b> tag ); </pre>
<b>Managed C++</b>	<pre> public: void RequestUpdateAhead(     <b>TimeSpan</b> timeAheadToDoUpdate,     <b>Object*</b> tag ); </pre>
<b>JScript</b>	<pre> public function RequestUpdateAhead(     timeAheadToDoUpdate : <b>TimeSpan</b>,     tag : <b>Object</b> ) : <b>void</b>; </pre>

### Parameters

<i>timeAheadToDoUpdate</i>	<b>System.TimeSpan.</b>
<i>tag</i>	<b>System.Object.</b>

---

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## StopRecognizeAsync Method

---

Note: This documentation is preliminary and is subject to change.

Stops the asynchronous recognition operation for Single and Multiple recognition modes.

Definition

```
Visual Basic Public Sub StopRecognizeAsync()
C# public void StopRecognizeAsync();
Managed C++ public: void StopRecognizeAsync();
JScript public function StopRecognizeAsync() : void;
```

---

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## WaitForUpdate Method

---

Note: This documentation is preliminary and is subject to change.

Waits until the engine is ready to perform an update. The system will fire the Update event once the recognizer is ready to receive updates. This call will block until after this event is processed.

Definition

```
Visual Basic Public Sub WaitForUpdate()
C# public void WaitForUpdate();
Managed C++ public: void WaitForUpdate();
JScript public function WaitForUpdate() : void;
```

---

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## Attributes Property

---

Note: This documentation is preliminary and is subject to change.

Gets the attributes of the recognizer.

Definition

```
Visual Basic Public ReadOnly Property Attributes As RecognizerAttributes
C# public RecognizerAttributes Attributes { get; }
Managed C++ public: __property RecognizerAttributes* get_Attributes();
JScript public function get Attributes() : RecognizerAttributes
```

## Property Value

**System.Speech.Recognition.RecognizerAttributes.**

This property is read-only.

---

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## AudioContent Property

---

Note: This documentation is preliminary and is subject to change.

Gets the audio input received by the recognizer.

## Definition

**Visual Basic** Public ReadOnly Property AudioContent As AudioContent

**C#** public AudioContent AudioContent { get; }

**Managed C++** public: \_\_property AudioContent get\_AudioContent();

**JScript** public function get AudioContent() : AudioContent

## Property Value

**System.Speech.Recognition.AudioContent.**

This property is read-only.

---

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## AvailableRecognizers Property

---

Note: This documentation is preliminary and is subject to change.

Gets the attributes of all the recognizers that are installed on the system

## Definition

**Visual Basic** Public Shared ReadOnly Property AvailableRecognizers As Recognizers

**C#** public static Recognizers AvailableRecognizers { get; }

**Managed C++** public: \_\_property static Recognizers\* get\_AvailableRecognizers();

**JScript** public static function get AvailableRecognizers() : Recognizers

## Property Value

**System.Speech.Recognition.Recognizers.**

This property is read-only.

---

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## BabbleTimeout Property

---

Note: This documentation is preliminary and is subject to change.

Specifies the maximum time that is allowed for an utterance or recording.

## Definition

<b>Visual Basic</b>	Public Property <b>BabbleTimeout</b> As <u>TimeSpan</u>
<b>C#</b>	public <u>TimeSpan</u> <b>BabbleTimeout</b> { get; set; }
<b>Managed C++</b>	public: __property <u>TimeSpan</u> get_ <b>BabbleTimeout</b> (); public: __property void set_ <b>BabbleTimeout</b> ( <u>TimeSpan</u> );
<b>JScript</b>	public function get <b>BabbleTimeout</b> () : <u>TimeSpan</u> public function set <b>BabbleTimeout</b> ( <u>TimeSpan</u> );

## Property Value

**System.TimeSpan.**

This property is read/write.

---

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## EnableRejection Property

---

Note: This documentation is preliminary and is subject to change.

Gets or sets a value that specifies whether the Recognizer splits Recognitions into those that it is confident are correct (Recognition events), and those it is not (RejectedRecognition events). Otherwise all recognitions raise Recognition events. By default this is set to true.

## Definition

<b>Visual Basic</b>	Public Property <b>EnableRejection</b> As <u>Boolean</u>
<b>C#</b>	public <u>bool</u> <b>EnableRejection</b> { get; set; }



<b>Managed C++</b>	public: __property <u>bool</u> get <b>EnableRejection</b> (); public: __property void set <b>EnableRejection</b> ( <u>bool</u> );
<b>JScript</b>	public function get <b>EnableRejection</b> () : <u>boolean</u> public function set <b>EnableRejection</b> ( <u>boolean</u> );

Property Value

**System.Boolean.**

This property is read/write.

---

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## Grammars Property

---

Note: This documentation is preliminary and is subject to change.

Gets the collection of available grammars.

Definition

<b>Visual Basic</b>	Public ReadOnly Property <b>Grammars</b> As <u>GrammarCollection</u>
<b>C#</b>	public <u>GrammarCollection</u> <b>Grammars</b> { get; }
<b>Managed C++</b>	public: __property <u>GrammarCollection*</u> get <b>Grammars</b> ();
<b>JScript</b>	public function get <b>Grammars</b> () : <u>GrammarCollection</u>

Property Value

**System.Speech.Recognition.GrammarCollection.**

This property is read-only.

---

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## InitialSilenceTimeout Property

---

Note: This documentation is preliminary and is subject to change.

Gets or sets the time the recognizer allows between when the microphone is turned on, and recognition starts.

Definition

<b>Visual Basic</b>	Public Property <b>InitialSilenceTimeout</b> As <b>TimeSpan</b>
<b>C#</b>	public <b>TimeSpan</b> <b>InitialSilenceTimeout</b> { get; set; }
<b>Managed C++</b>	public: __property <b>TimeSpan</b> get <b>InitialSilenceTimeout</b> (); public: __property void set <b>InitialSilenceTimeout</b> ( <b>TimeSpan</b> );
<b>JScript</b>	public function get <b>InitialSilenceTimeout</b> () : <b>TimeSpan</b> public function set <b>InitialSilenceTimeout</b> ( <b>TimeSpan</b> );

Property Value

**System.TimeSpan.**

This property is read/write.

---

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## IsActive Property

---

Note: This documentation is preliminary and is subject to change.

Gets or sets a value that specifies whether to activate and deactivate a set of grammars simultaneously when using a shared recognizer.

Definition

<b>Visual Basic</b>	Public Property <b>IsActive</b> As <b>Boolean</b>
<b>C#</b>	public <b>bool</b> <b>IsActive</b> { get; set; }
<b>Managed C++</b>	public: __property <b>bool</b> get <b>IsActive</b> (); public: __property void set <b>IsActive</b> ( <b>bool</b> );
<b>JScript</b>	public function get <b>IsActive</b> () : <b>boolean</b> public function set <b>IsActive</b> ( <b>boolean</b> );

Property Value

**System.Boolean.**

This property is read/write.

Remarks

For a top-level rule to be recognized, it must be active, it must be housed in an active grammar, and that grammar must be housed in a recognizer that is active. If any one of these three conditions are not met, the rule cannot be recognized. Setting this method is used in the shared case to activate and deactivate a set of grammars simultaneously.

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## Properties Property

---

Note: This documentation is preliminary and is subject to change.

Gets the properties of the recognizer.

Definition

<b>Visual Basic</b>	Public ReadOnly Property <b>Properties</b> As <u>RecognizerProperties</u>
<b>C#</b>	public <u>RecognizerProperties</u> <b>Properties</b> { get; }
<b>Managed C++</b>	public: __property <u>RecognizerProperties</u> * get_ <b>Properties</b> ();
<b>JScript</b>	public function get <b>Properties</b> () : <u>RecognizerProperties</u>

Property Value

**System.Speech.Recognition.RecognizerProperties.**

This property is read-only.

---

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## State Property

---

Note: This documentation is preliminary and is subject to change.

Gets the current state of the recognizer.

Definition

<b>Visual Basic</b>	Public ReadOnly Property <b>State</b> As <u>RecognizerState</u>
<b>C#</b>	public <u>RecognizerState</u> <b>State</b> { get; }
<b>Managed C++</b>	public: __property <u>RecognizerState</u> get_ <b>State</b> ();
<b>JScript</b>	public function get <b>State</b> () : <u>RecognizerState</u>

Property Value

**System.Speech.Recognition.RecognizerState.**

This property is read-only.

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## AudioContentChanged Event

---

Note: This documentation is preliminary and is subject to change.

Occurs when the type of signal in the audio input changed.

### Definition

<b>Visual Basic</b>	Public Event <b>AudioContentChanged</b> As <i>AudioContentChangedEventHandler</i>
<b>C#</b>	public event <i>AudioContentChangedEventHandler</i> <b>AudioContentChanged</b> ;
<b>Managed C++</b>	public: __event <b>AudioContentChanged</b> ;
<b>JScript</b>	In JScript, you can use events, but you cannot define your own.

---

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## Bookmark Event

---

Note: This documentation is preliminary and is subject to change.

Occurs when a bookmark is reached.

### Definition

<b>Visual Basic</b>	Public Event <b>Bookmark</b> As <i>BookmarkEventHandler</i>
<b>C#</b>	public event <i>BookmarkEventHandler</i> <b>Bookmark</b> ;
<b>Managed C++</b>	public: __event <b>Bookmark</b> ;
<b>JScript</b>	In JScript, you can use events, but you cannot define your own.

---

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## Hypothesis Event

---

Note: This documentation is preliminary and is subject to change.

Occurs when a spoken phrase is partially recognized.

### Definition

**Visual Basic** Public Event **Hypothesis** As *RecognitionEventHandler*  
**C#** public event *RecognitionEventHandler* **Hypothesis**;  
**Managed C++** public: \_\_event **Hypothesis**;  
**JScript** In JScript, you can use events, but you cannot define your own.

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## InterferenceDetected Event

Note: This documentation is preliminary and is subject to change.

Occurs when the speech recognition engine encounters interference in the input audio stream.

Definition

**Visual Basic** Public Event **InterferenceDetected** As *InterferenceEventHandler*  
**C#** public event *InterferenceEventHandler* **InterferenceDetected**;  
**Managed C++** public: \_\_event **InterferenceDetected**;  
**JScript** In JScript, you can use events, but you cannot define your own.

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## NoRecognition Event

Note: This documentation is preliminary and is subject to change.

Occurs when a spoken phrase is not recognized.

Definition

**Visual Basic** Public Event **NoRecognition** As *RecognitionEventHandler*  
**C#** public event *RecognitionEventHandler* **NoRecognition**;  
**Managed C++** public: \_\_event **NoRecognition**;  
**JScript** In JScript, you can use events, but you cannot define your own.

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## Recognition Event

Note: This documentation is preliminary and is subject to change.

Occurs when a spoken phrase is successfully recognized.

#### Definition

**Visual Basic** Public Event **Recognition** As *RecognitionEventHandler*  
**C#** public event *RecognitionEventHandler* **Recognition**;  
**Managed C++** public: \_\_event **Recognition**;  
**JScript** In JScript, you can use events, but you cannot define your own.

---

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## RecognizeCompleted Event

---

Note: This documentation is preliminary and is subject to change.

Occurs when recognition is complete.

#### Definition

**Visual Basic** Public Event **RecognizeCompleted** As *RecognizeCompletedEventHandler*  
**C#** public event *RecognizeCompletedEventHandler* **RecognizeCompleted**;  
**Managed C++** public: \_\_event **RecognizeCompleted**;  
**JScript** In JScript, you can use events, but you cannot define your own.

---

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## RecognizeProgressChanged Event

---

Note: This documentation is preliminary and is subject to change.

Occurs when recognition progress is made.

#### Definition

**Visual Basic** Public  
**Basic** Event **RecognizeProgressChanged** As *RecognizeProgressChangedEventHandler*  
**C#** public event  
*RecognizeProgressChangedEventHandler* **RecognizeProgressChanged**;  
**Managed**

**C++** public: \_\_event **RecognizeProgressChanged**;  
**JScript** In JScript, you can use events, but you cannot define your own.

---

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## RecognizerStateChanged Event

---

Note: This documentation is preliminary and is subject to change.

Occurs when recognition starts, or stops; or when recognition is canceled, paused, or resumed.

### Definition

**Visual Basic** Public Event **RecognizerStateChanged** As *RecognizerStateChangedEventHandler*  
**C#** public event *RecognizerStateChangedEventHandler* **RecognizerStateChanged**;  
**Managed C++** public: \_\_event **RecognizerStateChanged**;  
**JScript** In JScript, you can use events, but you cannot define your own.

---

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## RejectedRecognition Event

---

Note: This documentation is preliminary and is subject to change.

Occurs when a spoken phrase is recognized with low confidence.

### Definition

**Visual Basic** Public Event **RejectedRecognition** As *RecognitionEventHandler*  
**C#** public event *RecognitionEventHandler* **RejectedRecognition**;  
**Managed C++** public: \_\_event **RejectedRecognition**;  
**JScript** In JScript, you can use events, but you cannot define your own.

---

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## Update Event

---

Note: This documentation is preliminary and is subject to change.

Occurs when the Update button is clicked.

#### Definition

**Visual Basic** Public Event **Update** As UpdateEventHandler  
**C#** public event UpdateEventHandler **Update**;  
**Managed C++** public: \_\_event **Update**;  
**JScript** In JScript, you can use events, but you cannot define your own.

---

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## RecognitionAudio Class

---

Note: This documentation is preliminary and is subject to change.

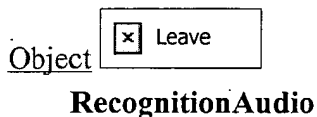
Contains the audio data and methods for a specific RecognitionResult or a portion of a RecognitionResult.

#### Definition

**Visual Basic** Public Class **RecognitionAudio**  
Inherits Object  
**C#** public class **RecognitionAudio** : Object  
**Managed C++** public \_\_gc class **RecognitionAudio** : public Object  
**JScript** public class **RecognitionAudio** extends Object

#### Members Table

#### Inheritance Hierarchy



#### Class Information

**Namespace** System.Speech.Recognition  
**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b



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## GetAudio Method

---

Note: This documentation is preliminary and is subject to change.

Gets all the audio associated with this instance of RecognitionAudio.

Overload List

```
public Void GetAudio (Stream)
public Void GetAudio (Stream, TimeSpan, TimeSpan)
public Void GetAudio (Stream, Int32, Int32)
```

---

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## AudioLength Property

---

Note: This documentation is preliminary and is subject to change.

Gets the length of the audio data.

Definition

```
Visual Basic Public ReadOnly Property AudioLength As TimeSpan
C# public TimeSpan AudioLength { get; }
Managed C++ public: __property TimeSpan get_AudioLength();
JScript public function get AudioLength() : TimeSpan
```

Property Value

**System.TimeSpan.**

This property is read-only.

---

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## AudioPosition Property

---

Note: This documentation is preliminary and is subject to change.

Gets the start point of the audio data, relative to the start of the stream.

#### Definition

**Visual Basic** Public ReadOnly Property **AudioPosition** As TimeSpan  
**C#** public TimeSpan **AudioPosition** { get; }  
**Managed C++** public: \_\_property TimeSpan get **AudioPosition**();  
**JScript** public function get **AudioPosition**() : TimeSpan

#### Property Value

**System.TimeSpan.**

This property is read-only.

---

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## RecognitionEventArgs Class

---

Note: This documentation is preliminary and is subject to change.

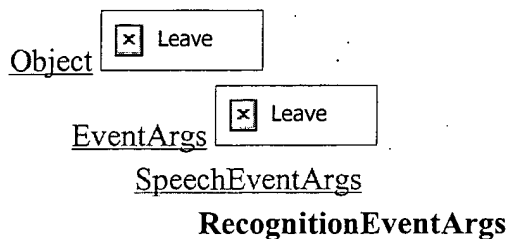
Provides data for the Recognition, RejectedRecognition, and Hypothesis events.

#### Definition

**Visual Basic** Public Class **RecognitionEventArgs**  
Inherits SpeechEventArgs  
**C#** public class **RecognitionEventArgs** : SpeechEventArgs  
**Managed C++** public \_\_gc class **RecognitionEventArgs** : public SpeechEventArgs  
**JScript** public class **RecognitionEventArgs** extends SpeechEventArgs

#### Members Table

#### Inheritance Hierarchy



#### Class Information

**Namespace** System.Speech.Recognition  
**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## RecognitionEventArgs Method

---

Note: This documentation is preliminary and is subject to change.

Initializes a new instance of the RecognitionEventArgs class.

### Definition

	Public Sub <b>RecognitionEventArgs</b> ( _
	ByVal <i>audioPosition</i> As <b>TimeSpan</b> , _
<b>Visual Basic</b>	ByVal <i>result</i> As <b>RecognitionResult</b> , _
	ByVal <i>resultType</i> As <b>ResultType</b> _
	)
	public <b>RecognitionEventArgs</b> (
	<b>TimeSpan</b> <i>audioPosition</i> ,
<b>C#</b>	<b>RecognitionResult</b> <i>result</i> ,
	<b>ResultType</b> <i>resultType</i>
	);
	public: <b>RecognitionEventArgs</b> (
<b>Managed C++</b>	<b>TimeSpan</b> <i>audioPosition</i> ,
	<b>RecognitionResult*</b> <i>result</i> ,
	<b>ResultType</b> <i>resultType</i>
	);
	public function <b>RecognitionEventArgs</b> (
	<i>audioPosition</i> : <b>TimeSpan</b> ,
<b>JScript</b>	<i>result</i> : <b>RecognitionResult</b> ,
	<i>resultType</i> : <b>ResultType</b>
	);

### Parameters

<i>audioPosition</i>	<b>System.TimeSpan</b> . Placeholder
<i>result</i>	<b>System.Speech.Recognition.RecognitionResult</b> . Result representing the recognized phrase.
<i>resultType</i>	<b>System.Speech.Recognition.ResultType</b> . Type of result.

---

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# Result Property

---

Note: This documentation is preliminary and is subject to change.

Gets the result of a recognition.

Definition

```
Visual Basic Public ReadOnly Property Result As RecognitionResult  
C# public RecognitionResult Result { get; }  
Managed C++ public: __property RecognitionResult* get_Result();  
JScript public function get Result() : RecognitionResult
```

Property Value

**System.Speech.Recognition.RecognitionResult.**

This property is read-only.

---

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# ResultType Property

---

Note: This documentation is preliminary and is subject to change.

Gets the type of recognition result.

Definition

```
Visual Basic Public ReadOnly Property ResultType As ResultType  
C# public ResultType ResultType { get; }  
Managed C++ public: __property ResultType get_ResultType();  
JScript public function get ResultType() : ResultType
```

Property Value

**System.Speech.Recognition.ResultType.**

This property is read-only.

---

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# RecognitionPhrase Class

---

Note: This documentation is preliminary and is subject to change.

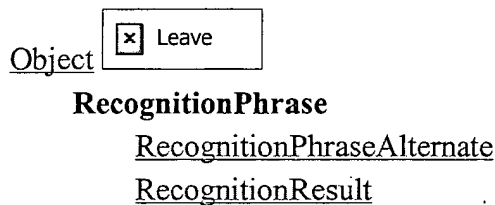
Represents the phrase that was recognized by the recognizer.

## Definition

	Public Class <b>RecognitionPhrase</b>
<b>Visual Basic</b>	Inherits <u><i>Object</i></u> Implements <u><i>IDisposable</i></u>
<b>C#</b>	public class <b>RecognitionPhrase</b> : <u><i>Object</i></u> , <u><i>IDisposable</i></u>
<b>Managed C++</b>	public __gc class <b>RecognitionPhrase</b> : public <u><i>Object</i></u> , <u><i>IDisposable</i></u>
<b>JScript</b>	public class <b>RecognitionPhrase</b> extends <u><i>Object</i></u> implements <u><i>IDisposable</i></u>

## Members Table

## Inheritance Hierarchy



## Class Information

<b>Namespace</b>	System.Speech.Recognition
<b>Assembly</b>	System.Speech (system.speech.dll)
<b>Strong Name</b>	System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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# Dispose Method

---

Note: This documentation is preliminary and is subject to change.

Releases SAPI resources.

## Overload List

public Void Dispose ()  
public Void Dispose (Boolean)

---

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## Finalize Method

---

Note: This documentation is preliminary and is subject to change.

Destructor.

Definition

**Visual Basic** Overrides Protected Sub **Finalize()**  
**C#** ~**RecognitionPhrase()**;  
**Managed C++** ~**RecognitionPhrase()**;  
**JScript** protected override function **Finalize()** : void;

---

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## Audio Property

---

Note: This documentation is preliminary and is subject to change.

Gets the audio for this phrase.

Definition

**Visual Basic** Public ReadOnly Property **Audio** As **RecognitionAudio**  
**C#** public **RecognitionAudio** **Audio** { get; }  
**Managed C++** public: \_\_property **RecognitionAudio**\* get\_**Audio**();  
**JScript** public function get **Audio**() : **RecognitionAudio**

Property Value

**System.Speech.Recognition.RecognitionAudio.**

This property is read-only.

---

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## Confidence Property

---

Note: This documentation is preliminary and is subject to change.

Gets the confidence score information included in recognition results.

### Definition

**Visual Basic** Public ReadOnly Property **Confidence** As **Confidence**  
**C#** public **Confidence** **Confidence** { get; }  
**Managed C++** public: \_\_property **Confidence** get\_**Confidence**();  
**JScript** public function get **Confidence**() : **Confidence**

### Property Value

**System.Speech.Recognition.Confidence.**

This property is read-only.

---

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## EnginePrivateData Property

---

Note: This documentation is preliminary and is subject to change.

Gets an array of additional engine-specific data returned by the recognition engine.

### Definition

**Visual Basic** Public ReadOnly Property **EnginePrivateData** As **Byte**()  
**C#** public **byte**[] **EnginePrivateData** { get; }  
**Managed C++** public: \_\_property **Byte** get\_**EnginePrivateData**();  
**JScript** public function get **EnginePrivateData**() : **byte**[]

### Property Value

**System.Byte.**

This property is read-only.

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## Grammar Property

---

Note: This documentation is preliminary and is subject to change.

Gets the grammar that contained the rule that produced this result.

Definition

```
Visual Basic Public ReadOnly Property Grammar As Grammar
C# public Grammar Grammar { get; }
Managed C++ public: __property Grammar* get_Grammar();
JScript public function get Grammar() : Grammar
```

Property Value

**System.Speech.Recognition.Grammar.**

This property is read-only.

---

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## Language Property

---

Note: This documentation is preliminary and is subject to change.

Gets the language ID for the current CultureInfo.

Definition

```
Visual Basic Public ReadOnly Property Language As CultureInfo Class
C# public CultureInfo Class Language { get; }
Managed C++ public: __property CultureInfo Class* get_Language();
JScript public function get Language() : CultureInfo Class
```

Property Value

**System.Globalization.CultureInfo.**

This property is read-only.



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## Properties Property

---

Note: This documentation is preliminary and is subject to change.

Gets the collection of semantic properties associated with this RecognitionPhrase.

Definition

**Visual Basic** Public ReadOnly Property **Properties** As SemanticPropertyCollection

**C#** public SemanticPropertyCollection **Properties** { get; }

**Managed C++** public: \_\_property SemanticPropertyCollection\* get\_**Properties**();

**JScript** public function get **Properties**() : SemanticPropertyCollection

Property Value

**System.Speech.Recognition.SemanticPropertyCollection.**

This property is read-only.

---

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## RecognizerConfidence Property

---

Note: This documentation is preliminary and is subject to change.

Gets the confidence score information included in recognition results.

Definition

**Visual Basic** Public ReadOnly Property **RecognizerConfidence** As Single

**C#** public float **RecognizerConfidence** { get; }

**Managed C++** public: \_\_property float get\_**RecognizerConfidence**();

**JScript** public function get **RecognizerConfidence**() : float

Property Value

**System.Single.**

This property is read-only.

Remarks

This value is not standardized across multiple speech recognizers, and may change from version to version of a specific recognizer.

---

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## Rule Property

---

Note: This documentation is preliminary and is subject to change.

Gets the rule that allowed this result to be recognized, and the rule's parse tree.

Definition

```
Visual Basic Public ReadOnly Property Rule As RecognitionRule
C# public RecognitionRule Rule { get; }
Managed C++ public: __property RecognitionRule* get_Rule();
JScript public function get Rule() : RecognitionRule
```

Property Value

**System.Speech.Recognition.RecognitionRule.**

This property is read-only.

---

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## Sml Property

---

Note: This documentation is preliminary and is subject to change.

Returns the XML that represents the semantic properties, in SML form.

Definition

```
Visual Basic Public ReadOnly Property Sml As String
C# public string Sml { get; }
Managed C++ public: __property String* get_Sml();
JScript public function get Sml() : String
```

Property Value

**System.String.**

This property is read-only.

---

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## SpokenText Property

---

Note: This documentation is preliminary and is subject to change.

Gets the spoken text for this phrase.

Definition

```
Visual Basic Public ReadOnly Property SpokenText As String  
C# public string SpokenText { get; }  
Managed C++ public: __property String* get_SpokenText();  
JScript public function get SpokenText() : String
```

Property Value

**System.String.**

This property is read-only.

---

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## SpokenTokens Property

---

Note: This documentation is preliminary and is subject to change.

Gets the collection of tokens that make up this RecognitionPhrase.

Definition

```
Visual Basic Public ReadOnly Property SpokenTokens As SpokenTokenCollection  
C# public SpokenTokenCollection SpokenTokens { get; }  
Managed C++ public: __property SpokenTokenCollection* get_SpokenTokens();  
JScript public function get SpokenTokens() : SpokenTokenCollection
```

Property Value

**System.Speech.Recognition.SpokenTokenCollection.**

This property is read-only.

#### Remarks

There are two forms of the recognition result, available as the SpokenTokens property and the Tokens property. The SpokenTokens property represents the lexical words that were recognized, and allows access to attributes like lexical text, pronunciation, and confidence score. The Tokens property represents the text of the recognized words and allows access to the display text and leading and trailing space information.

For example, the speech "there are thirteen donuts in a baker's dozen period" will result in "there are thirteen donuts in a baker's dozen period" for the SpokenTokens property, and "There are 13 donuts in a baker's dozen." for the Tokens property.

---

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## Text Property

---

Note: This documentation is preliminary and is subject to change.

Gets the written text for this phrase.

#### Definition

```
Visual Basic Public ReadOnly Property Text As String  
C# public string Text { get; }  
Managed C++ public: __property String* get_Text();  
JScript public function get Text() : String
```

#### Property Value

**System.String.**

This property is read-only.

---

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## Tokens Property

---

Note: This documentation is preliminary and is subject to change.

Gets the collection of tokens that make up this RecognitionPhrase.

## Definition

**Visual Basic** Public ReadOnly Property Tokens As DisplayTokenCollection  
**C#** public DisplayTokenCollection Tokens { get; }  
**Managed C++** public: \_\_property DisplayTokenCollection\* get\_Tokens();  
**JScript** public function get Tokens() : DisplayTokenCollection

## Property Value

**System.Speech.Recognition.DisplayTokenCollection.**

This property is read-only.

## Remarks

There are two forms of the recognition result, available as the SpokenTokens property and the Tokens property. The SpokenTokens property represents the lexical words that were recognized, and allows access to attributes like lexical text, pronunciation, and confidence score. The Tokens property represents the text of the recognized words and allows access to the display text and leading and trailing space information.

For example, the speech "there are thirteen donuts in a baker's dozen period" will result in "there are thirteen donuts in a baker's dozen period" for the SpokenTokens property, and "There are 13 donuts in a baker's dozen." for the Tokens property.

---

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## RecognitionPhraseAlternate Class

---

Note: This documentation is preliminary and is subject to change.

Contains information about an alternate recognition by the speech recognizer.

## Definition

**Visual Basic** Public Class **RecognitionPhraseAlternate**  
Inherits RecognitionPhrase  
**C#** public class **RecognitionPhraseAlternate** : RecognitionPhrase  
**Managed C++** public \_\_gc  
class **RecognitionPhraseAlternate** : public RecognitionPhrase  
**JScript** public class **RecognitionPhraseAlternate** extends RecognitionPhrase

## Members Table

## Inheritance Hierarchy

**RecognitionPhrase****RecognitionPhraseAlternate**

## Class Information

**Namespace** System.Speech.Recognition**Assembly** System.Speech (system.speech.dll)**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## Dispose Method

---

Note: This documentation is preliminary and is subject to change.

## Definition

	Overrides Protected Sub <b>Dispose</b> ( ByVal <i>disposing</i> As <b>Boolean</b> )
<b>Visual Basic</b>	
<b>C#</b>	protected override <b>void</b> <b>Dispose</b> ( <b>bool</b> <i>disposing</i> );
<b>Managed C++</b>	protected: <b>void</b> <b>Dispose</b> ( <b>bool</b> <i>disposing</i> );
<b>JScript</b>	protected override function <b>Dispose</b> ( <i>disposing</i> : <b>boolean</b> ) : <b>void</b> ;

## Parameters

*disposing* **System.Boolean**.

---

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## AlternateSpokenText Property

---

Note: This documentation is preliminary and is subject to change.

Gets the text of an alternate recognition result representing an actual spoken word unit, including lexical text, pronunciation, and confidence score.

#### Definition

**Visual Basic** Public ReadOnly Property **AlternateSpokenText** As String  
**C#** public string **AlternateSpokenText** { get; }  
**Managed C++** public: \_\_property String\* get\_**AlternateSpokenText**();  
**JScript** public function get **AlternateSpokenText**() : String

#### Property Value

**System.String.**

This property is read-only.

#### Remarks

This alternative text does not include the text that was the same as in the original result, either at the beginning, or at the end. The Text property contains full text for this alternative, including the text that was the same as in the original result, at the beginning and at the end

---

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## AlternateSpokenTokens Property

---

Note: This documentation is preliminary and is subject to change.

Gets the collection of tokens representing actual spoken word units not present at the beginning or the end of the original result.

#### Definition

**Visual Basic** Public ReadOnly Property **AlternateSpokenTokens** As SpokenTokenCollection  
**C#** public SpokenTokenCollection **AlternateSpokenTokens** { get; }  
**Managed C++** public: \_\_property SpokenTokenCollection\* get\_**AlternateSpokenTokens**();  
**JScript** public function get **AlternateSpokenTokens**() : SpokenTokenCollection

#### Property Value

**System.Speech.Recognition.SpokenTokenCollection.**

This property is read-only.

#### Remarks

This alternative collection of tokens does not include the tokens that were the same as in the original result, either at the beginning, or at the end. The Tokens property contains full collection of tokens for this alternative, including the tokens that were the same as in the original collection of tokens, at the beginning and at the end

---

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## AlternateText Property

---

Note: This documentation is preliminary and is subject to change.

Gets the normalized form of an alternate recognition result, including display text and normalized text, and white-space information.

#### Definition

**Visual Basic** Public ReadOnly Property AlternateText As String

**C#** public string AlternateText { get; }

**Managed C++** public: \_\_property String\* get\_AlternateText();

**JScript** public function get AlternateText() : String

#### Property Value

**System.String.**

This property is read-only.

#### Remarks

This alternative text does not include the text that was the same as in the original result, either at the beginning, or at the end. The Text property contains full text for this alternative, including the text that was the same as in the original result, at the beginning and at the end

---

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## AlternateTokens Property

---

Note: This documentation is preliminary and is subject to change.



Gets the collection of tokens representing the alternate normalized form of an alternate recognition result, not present at the beginning or the end of the original result.

#### Definition

**Visual Basic** Public ReadOnly Property **AlternateTokens** As **DisplayTokenCollection**  
**C#** public **DisplayTokenCollection** **AlternateTokens** { get; }  
**Managed C++** public: \_\_property **DisplayTokenCollection**\* get\_**AlternateTokens**();  
**JScript** public function get **AlternateTokens**() : **DisplayTokenCollection**

#### Property Value

**System.Speech.Recognition.DisplayTokenCollection.**

This property is read-only.

#### Remarks

This alternative collection of tokens does not include the tokens that were the same as in the original result, either at the beginning, or at the end. The Tokens property contains full collection of tokens for this alternative, including the tokens that were the same as in the original collection of tokens, at the beginning and at the end

---

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## OriginalSpokenText Property

---

Note: This documentation is preliminary and is subject to change.

Gets the text representing an actual spoken word unit, including lexical text, pronunciation, and confidence score, in the original recognition result that is replaced by the alternate.

#### Definition

**Visual Basic** Public ReadOnly Property **OriginalSpokenText** As **String**  
**C#** public **string** **OriginalSpokenText** { get; }  
**Managed C++** public: \_\_property **String**\* get\_**OriginalSpokenText**();  
**JScript** public function get **OriginalSpokenText**() : **String**

#### Property Value

**System.String.**

This property is read-only.

## Remarks

This original text does not include the text that was the same as in the alternative, either at the beginning, or at the end. The Text property on the result object contains full text for the original phrase, including the text that was the same as in the alternative, at the beginning and at the end

---

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## OriginalSpokenTokens Property

---

Note: This documentation is preliminary and is subject to change.

Gets the collection of tokens representing actual spoken words that this alternate replaces.

## Definition

<b>Visual Basic</b>	Public ReadOnly Property <b>OriginalSpokenTokens</b> As <u>SpokenTokenCollection</u>
<b>C#</b>	public <u>SpokenTokenCollection</u> <b>OriginalSpokenTokens</b> { get; }
<b>Managed C++</b>	public: __property <u>SpokenTokenCollection</u> * get_ <b>OriginalSpokenTokens</b> ();
<b>JScript</b>	public function get <b>OriginalSpokenTokens</b> () : <u>SpokenTokenCollection</u>

## Property Value

**System.Speech.Recognition.SpokenTokenCollection.**

This property is read-only.

---

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## OriginalText Property

---

Note: This documentation is preliminary and is subject to change.

Gets the normalized form of the text that this alternative replaces in the original result.

## Definition

<b>Visual Basic</b>	Public ReadOnly Property <b>OriginalText</b> As <u>String</u>
<b>C#</b>	public <u>string</u> <b>OriginalText</b> { get; }
<b>Managed C++</b>	public: __property <u>String</u> * get_ <b>OriginalText</b> ();

**JScript**    public function get **OriginalText()** : **String**

Property Value

**System.String.**

This property is read-only.

Remarks

This original text does not include the text that was the same as in the alternative, either at the beginning, or at the end. The Text property on the result object contains full text for the original phrase, including the text that was the same as in the alternative, at the beginning and at the end

---

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## OriginalTokens Property

---

Note: This documentation is preliminary and is subject to change.

Gets the collection of tokens representing the normalized form of the recognition that this alternate replaces.

Definition

**Visual Basic**    Public ReadOnly Property **OriginalTokens** As **DisplayTokenCollection**  
**C#**                public **DisplayTokenCollection** **OriginalTokens** { get; }  
**Managed C++**    public: \_\_property **DisplayTokenCollection\*** get\_**OriginalTokens**();  
**JScript**           public function get **OriginalTokens()** : **DisplayTokenCollection**

Property Value

**System.Speech.Recognition.DisplayTokenCollection.**

This property is read-only.

---

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## RecognitionPhraseAlternateCollection Class

---

Note: This documentation is preliminary and is subject to change.

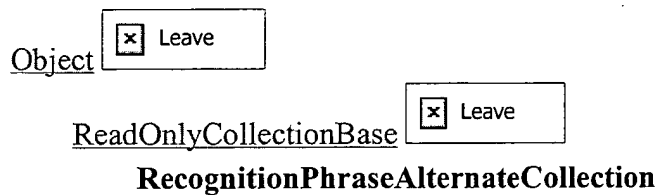
A collection of alternatives for a specific result.

#### Definition

**Visual Basic** Public Class **RecognitionPhraseAlternateCollection**  
 Inherits ReadOnlyCollectionBase  
**C#** public class **RecognitionPhraseAlternateCollection** : ReadOnlyCollectionBase  
**Managed public** \_\_gc  
**C++** class **RecognitionPhraseAlternateCollection** : public ReadOnlyCollectionBase  
**JScript** public class **RecognitionPhraseAlternateCollection** extends ReadOnlyCollectionBase

#### Members Table

#### Inheritance Hierarchy



#### Class Information

**Namespace** System.Speech.Recognition  
**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## Item Property

---

Note: This documentation is preliminary and is subject to change.

Gets a specific alternative from the collection.

#### Definition

**Visual Basic** Public ReadOnly Property **Item**(  
 ByVal *index* As **Integer** ) As RecognitionPhraseAlternate  
**C#** public RecognitionPhraseAlternate this[  
 int *index*]  
 { get; }  
 public: \_\_property RecognitionPhraseAlternate\* get\_Item(  
 int *index*)

**Managed C++** `int index`  
);

**JScript** In JScript, you can use indexed properties, but you cannot define your own.

#### Property Value

**System.Speech.Recognition.RecognitionPhraseAlternate.**

This property is read-only.

#### Parameters

*index* **System.Int32.**

---

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## RecognitionResult Class

---

Note: This documentation is preliminary and is subject to change.

Represents the result when a speech recognizer processes audio and attempts to recognize user speech.

#### Definition

**Visual Basic** Public Class **RecognitionResult**  
Inherits *RecognitionPhrase*

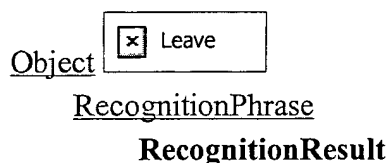
**C#** public class **RecognitionResult** : *RecognitionPhrase*

**Managed C++** public \_\_gc class **RecognitionResult** : public *RecognitionPhrase*

**JScript** public class **RecognitionResult** extends *RecognitionPhrase*

#### Members Table

#### Inheritance Hierarchy



#### Class Information

**Namespace** System.Speech.Recognition

**Assembly** System.Speech (system.speech.dll)

**Strong** System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

---

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## Dispose Method

---

Note: This documentation is preliminary and is subject to change.

### Definition

	Overrides Protected Sub <b>Dispose</b> ( _
<b>Visual Basic</b>	ByVal <i>disposing</i> As <b>Boolean</b> _
	)
	protected override <b>void</b> <b>Dispose</b> (
<b>C#</b>	<b>bool</b> <i>disposing</i>
	);
	protected: <b>void</b> <b>Dispose</b> (
<b>Managed C++</b>	<b>bool</b> <i>disposing</i>
	);
	protected override function <b>Dispose</b> (
<b>JScript</b>	<i>disposing</i> : <b>boolean</b>
	) : <b>void</b> ;

### Parameters

*disposing* **System.Boolean**.

---

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## GetSmlAlternates Method

---

Note: This documentation is preliminary and is subject to change.

Gets the XML that represents the semantic properties in SML form.

### Definition

	Public Function <b>GetSmlAlternates</b> ( _
<b>Visual Basic</b>	ByVal <i>numberOfAlternates</i> As <b>Integer</b> _
	) As <b>String</b>
<b>C#</b>	public <b>string</b> <b>GetSmlAlternates</b> (
	<b>int</b> <i>numberOfAlternates</i>

```

        );
        public: String* GetSmlAlternates(
Managed C++    int numberOfAlternates
        );
        public function GetSmlAlternates(
JScript        numberOfAlternates : int
        ) : String;

```

#### Parameters

*numberOfAlternates* **System.Int32**.

#### Return Value

**System.String**.

---

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## PerformCorrection Method

---

Note: This documentation is preliminary and is subject to change.

Specifies that the alternate recognition should replace the recognition selected by the speech recognition (SR) engine, thus indicating to the speech recognizer that it can learn from this overriding choice by the end user.

#### Overload List

```

public RecognitionResult PerformCorrection (RecognitionPhraseAlternate)
public Void PerformCorrection (Int32, Int32, String)

```

#### Remarks

Not all speech recognizers learn from this information.

---

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## Alternates Property

---

Note: This documentation is preliminary and is subject to change.

Gets a collection of alternate phrases.

## Definition

**Visual Basic** Public ReadOnly Property Alternates As RecognitionPhraseAlternateCollection

**C#** public RecognitionPhraseAlternateCollection Alternates { get; }

**Managed C++** public: \_\_property RecognitionPhraseAlternateCollection\* get\_Alternates();

**JScript** public function get Alternates() : RecognitionPhraseAlternateCollection

## Property Value

**System.Speech.Recognition.RecognitionPhraseAlternateCollection.**

This property is read-only.

## Remarks

Alternates differs from GetAlternates in that the developer does not specify the focus of where to look for alternates in the collection of tokens. The Alternates collection returned by the Alternates property is the same as what would be returned from GetAlternates when specifying the first token, and the number of tokens in the Tokens collection.

Many recognitions, successful or not, frequently return several words or phrases that closely match the spoken sequence. The one most nearly matching the sequence with a high confidence level is returned as a successful recognition. The other words and phrases are returned as alternates that are available for examination.

---

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## AudioLength Property

---

Note: This documentation is preliminary and is subject to change.

Gets the length of the audio this result contains.

## Definition

**Visual Basic** Public ReadOnly Property AudioLength As TimeSpan

**C#** public TimeSpan AudioLength { get; }

**Managed C++** public: \_\_property TimeSpan get\_AudioLength();

**JScript** public function get AudioLength() : TimeSpan

## Property Value

**System.TimeSpan.**



This property is read-only.

#### Remarks

This is the latest point that any of the times in the main result or alternates will refer to. This is equivalent to `ullLength` in `RecoResultTimes`.

---

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## AudioPosition Property

---

Note: This documentation is preliminary and is subject to change.

Gets the time between the start of the stream and the start of the result audio.

#### Definition

**Visual Basic** Public ReadOnly Property **AudioPosition** As TimeSpan

**C#** public TimeSpan **AudioPosition** { get; }

**Managed C++** public: \_\_property TimeSpan get\_**AudioPosition**();

**JScript** public function get **AudioPosition**() : TimeSpan

#### Property Value

**System.TimeSpan.**

This property is read-only.

---

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## IsEmulatedResult Property

---

Note: This documentation is preliminary and is subject to change.

Gets a value that specifies whether the result is a text-based emulation of a recognition result, for example from calling the `EmulateRecognize` method.

#### Definition

**Visual Basic** Public ReadOnly Property **IsEmulatedResult** As Boolean

**C#** public bool **IsEmulatedResult** { get; }

**Managed C++** public: \_\_property bool get\_**IsEmulatedResult**();

**JScript**    public function get **IsEmulatedResult()** : **boolean**

Property Value

**System.Boolean.**

This property is read-only.

---

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## StartTime Property

---

Note: This documentation is preliminary and is subject to change.

Gets the instant in time, expressed as a date and time of day, that the user started speaking.

Definition

**Visual Basic**    Public ReadOnly Property **StartTime** As **Date**

**C#**            public **DateTime StartTime** { get; }

**Managed C++**    public: \_\_property **DateTime** get **\_StartTime()**;

**JScript**        public function get **StartTime()** : **DateTime**

Property Value

**System.DateTime.**

This property is read-only.

Remarks

For recognition from non-real time audio sources, currently **StartTime** should throw but could think about changing SAPI here. This is **ftStreamTime** from **RecoResultTimes**. It is possible to use this to measure the latency between the user finishing speaking and the recognition result being returned: **TimeSpan latency = DateTime.Now - (result.StartTime + result.AudioLength)**

---

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## RecognitionRule Class

---

Note: This documentation is preliminary and is subject to change.

Represents the rule that allowed the associated result to be recognized.

#### Definition

**Visual Basic** Public Class **RecognitionRule**  
Inherits Object

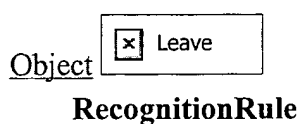
**C#** public class **RecognitionRule** : Object

**Managed C++** public \_\_gc class **RecognitionRule** : public Object

**JScript** public class **RecognitionRule** extends Object

#### Members Table

#### Inheritance Hierarchy



#### Class Information

**Namespace** System.Speech.Recognition

**Assembly** System.Speech (system.speech.dll)

**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## Confidence Property

---

Note: This documentation is preliminary and is subject to change.

Gets confidence score information that expresses how confident the speech Recognizer is that this is the correct rule.

#### Definition

**Visual Basic** Public ReadOnly Property **Confidence** As Confidence

**C#** public Confidence **Confidence** { get; }

**Managed C++** public: \_\_property Confidence get\_**Confidence**();

**JScript** public function get **Confidence**() : Confidence

#### Property Value

**System.Speech.Recognition.Confidence.**

This property is read-only.

---

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## Name Property

---

Note: This documentation is preliminary and is subject to change.

Gets the name of the rule that was recognized.

### Definition

**Visual Basic** Public ReadOnly Property Name As String  
**C#** public string Name { get; }  
**Managed C++** public: \_\_property String\* get\_Name();  
**JScript** public function get Name() : String

### Property Value

**System.String.**

This property is read-only.

---

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## RecognizerConfidence Property

---

Note: This documentation is preliminary and is subject to change.

Gets confidence score information that expresses how confident the speech Recognizer is that this is the correct rule.

### Definition

**Visual Basic** Public ReadOnly Property RecognizerConfidence As Single  
**C#** public float RecognizerConfidence { get; }  
**Managed C++** public: \_\_property float get\_RecognizerConfidence();  
**JScript** public function get RecognizerConfidence() : float

### Property Value

**System.Single.**

This property is read-only.

#### Remarks

This value is not standardized across multiple speech Recognizers and can even change from version to version of a specific recognizer.

---

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## Rules Property

---

Note: This documentation is preliminary and is subject to change.

Gets the RulesCollection returned by the Rules property. If this rule was constructed by referencing other rules, the referenced rules are contained in the collection.

#### Definition

**Visual Basic** Public ReadOnly Property Rules As RecognitionRuleCollection

**C#** public RecognitionRuleCollection Rules { get; }

**Managed C++** public: \_\_property RecognitionRuleCollection\* get\_Rules();

**JScript** public function get Rules() : RecognitionRuleCollection

#### Property Value

**System.Speech.Recognition.RecognitionRuleCollection.**

This property is read-only.

---

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## Text Property

---

Note: This documentation is preliminary and is subject to change.

Gets the display text for the recognition result that this rule encompasses.

#### Definition

**Visual Basic** Public ReadOnly Property Text As String

**C#** public string Text { get; }

**Managed C++** public: \_\_property String\* get\_Text();

**JScript**    public function get **Text()** : **String**

Property Value

**System.String.**

This property is read-only.

---

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## Tokens Property

---

Note: This documentation is preliminary and is subject to change.

Gets the set of tokens for the recognition result that this rule encompasses.

Definition

**Visual Basic**    Public ReadOnly Property **Tokens** As **SpokenTokenCollection**

**C#**    public **SpokenTokenCollection** **Tokens** { get; }

**Managed C++**    public: \_\_property **SpokenTokenCollection\*** get\_**Tokens**();

**JScript**    public function get **Tokens()** : **SpokenTokenCollection**

Property Value

**System.Speech.Recognition.SpokenTokenCollection.**

This property is read-only.

---

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## RecognitionRuleCollection Class

---

Note: This documentation is preliminary and is subject to change.

Provides a collection of rules.

Definition

**Visual Basic**    Public Class **RecognitionRuleCollection**

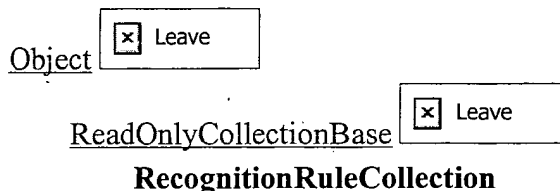
**Basic**    Inherits **ReadOnlyCollectionBase**

**C#**    public class **RecognitionRuleCollection** : **ReadOnlyCollectionBase**

**Managed** public \_\_gc  
**C++** class **RecognitionRuleCollection** : public *ReadOnlyCollectionBase*  
**JScript** public class **RecognitionRuleCollection** extends *ReadOnlyCollectionBase*

Members Table

Inheritance Hierarchy



Class Information

**Namespace** System.Speech.Recognition  
**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## get\_Item Method

---

Note: This documentation is preliminary and is subject to change.

Overload List

public RecognitionRule get\_Item (String)  
public RecognitionRule get\_Item (Int32)

---

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## Item Property

---

Note: This documentation is preliminary and is subject to change.

Gets the rule at the specified position.

Overload List

public RecognitionRule Item (Int32)  
public RecognitionRule Item (String)

---

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## RecognizeCompletedEventArgs Class

---

Note: This documentation is preliminary and is subject to change.

Provides event arguments for the RecognizeCompleted event.

### Definition

	Public Class <b>RecognizeCompletedEventArgs</b>
<b>Visual</b>	Inherits <i>err! bad xref:</i>
<b>Basic</b>	<i>frlrfSystemComponentModelAsyncCompletedEventArgsClassTopic; lookup failure; no href; no caption;</i>
	public class <b>RecognizeCompletedEventArgs</b> : <i>err! bad xref:</i>
<b>C#</b>	<i>frlrfSystemComponentModelAsyncCompletedEventArgsClassTopic; lookup failure; no href; no caption;</i>
<b>Managed C++</b>	public __gc class <b>RecognizeCompletedEventArgs</b> : public <i>err! bad xref:</i> <i>frlrfSystemComponentModelAsyncCompletedEventArgsClassTopic; lookup failure; no href; no caption;</i>
<b>JScript</b>	public class <b>RecognizeCompletedEventArgs</b> extends <i>err! bad xref:</i> <i>frlrfSystemComponentModelAsyncCompletedEventArgsClassTopic; lookup failure; no href; no caption;</i>

### Members Table

### Inheritance Hierarchy

*err! bad xref: frlrfSystemComponentModelAsyncCompletedEventArgsClassTopic;*  
*lookup failure; no href; no caption;*  
**RecognizeCompletedEventArgs**

### Class Information

<b>Namespace</b>	System.Speech.Recognition
<b>Assembly</b>	System.Speech (system.speech.dll)
<b>Strong Name</b>	System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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# RecognizeCompletedEventArgs Method

---

Note: This documentation is preliminary and is subject to change.

Initializes a new instance of the RecognizeCompletedEventArgs class.

Definition

<b>Visual Basic</b>	<pre>Public Sub RecognizeCompletedEventArgs( _     ByVal error As <u>Exception</u>, _     ByVal cancelled As <b>Boolean</b>, _     ByVal userToken As <u>Object</u>, _     ByVal result As <u>RecognitionResult</u> _ )     public RecognizeCompletedEventArgs(         <u>Exception</u> error,         <b>bool</b> cancelled,         <u>object</u> userToken,         <u>RecognitionResult</u> result     );</pre>
<b>C#</b>	
<b>Managed C++</b>	<pre>public: RecognizeCompletedEventArgs(     <u>Exception</u>* error,     <b>bool</b> cancelled,     <u>Object</u>* userToken,     <u>RecognitionResult</u>* result );</pre>
<b>JScript</b>	<pre>public function RecognizeCompletedEventArgs(     error : <u>Exception</u>,     cancelled : <u>boolean</u>,     userToken : <u>Object</u>,     result : <u>RecognitionResult</u> );</pre>

Parameters

<i>error</i>	<b>System.Exception.</b>
<i>cancelled</i>	<b>System.Boolean.</b>
<i>userToken</i>	<b>System.Object.</b>
<i>result</i>	<b>System.Speech.Recognition.RecognitionResult.</b> Result representing the last recognized phrase.

---

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## Result Property

---

Note: This documentation is preliminary and is subject to change.

Gets the recognition result.

Definition

**Visual Basic** Public ReadOnly Property Result As RecognitionResult  
**C#** public RecognitionResult Result { get; }  
**Managed C++** public: \_\_property RecognitionResult\* get\_Result();  
**JScript** public function get Result() : RecognitionResult

Property Value

**System.Speech.Recognition.RecognitionResult.**

This property is read-only.

---

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## RecognizeProgressChangedEventArgs Class

---

Note: This documentation is preliminary and is subject to change.

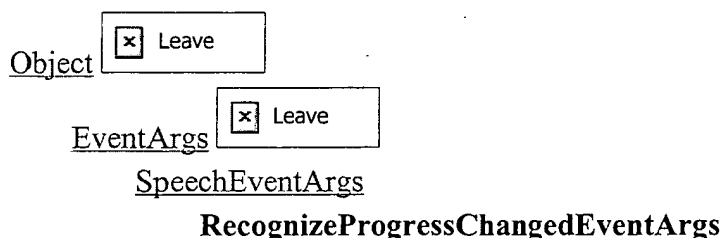
Provides data for the RecognizeProgressChanged event.

Definition

**Visual Basic** Public Class RecognizeProgressChangedEventArgs  
**Basic** Inherits SpeechEventArgs  
**C#** public class RecognizeProgressChangedEventArgs : SpeechEventArgs  
**Managed C++** public \_\_gc  
**C++** class RecognizeProgressChangedEventArgs : public SpeechEventArgs  
**JScript** public class RecognizeProgressChangedEventArgs extends SpeechEventArgs

Members Table

Inheritance Hierarchy



## Class Information

**Namespace** System.Speech.Recognition  
**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## RecognizeProgressChangedEventArgs Method

---

Note: This documentation is preliminary and is subject to change.

Initializes a new instance of the AudioContentChangedEventArgs class.

### Definition

	Public Sub <b>RecognizeProgressChangedEventArgs</b> ( _
	ByVal <i>audioPosition</i> As <u>TimeSpan</u> , _
<b>Visual Basic</b>	ByVal <i>recognizerPosition</i> As <u>TimeSpan</u> , _
	ByVal <i>audioLevel</i> As <u>Integer</u> _
	)
	public <b>RecognizeProgressChangedEventArgs</b> (
	<u>TimeSpan</u> <i>audioPosition</i> ,
<b>C#</b>	<u>TimeSpan</u> <i>recognizerPosition</i> ,
	<u>int</u> <i>audioLevel</i>
	);
	public: <b>RecognizeProgressChangedEventArgs</b> (
	<u>TimeSpan</u> <i>audioPosition</i> ,
<b>Managed C++</b>	<u>TimeSpan</u> <i>recognizerPosition</i> ,
	<u>int</u> <i>audioLevel</i>
	);
	public function <b>RecognizeProgressChangedEventArgs</b> (
	<i>audioPosition</i> : <u>TimeSpan</u> ,
<b>JScript</b>	<i>recognizerPosition</i> : <u>TimeSpan</u> ,
	<i>audioLevel</i> : <u>int</u>
	);

### Parameters

<i>audioPosition</i>	System.TimeSpan.
<i>recognizerPosition</i>	System.TimeSpan.
<i>audioLevel</i>	System.Int32.

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## AudioLevel Property

---

Note: This documentation is preliminary and is subject to change.

Gets the old audio state.

### Definition

**Visual Basic** Public ReadOnly Property **AudioLevel** As Integer  
**C#** public int **AudioLevel** { get; }  
**Managed C++** public: \_\_property int get\_**AudioLevel**();  
**JScript** public function get **AudioLevel**() : int

### Property Value

**System.Int32.**

This property is read-only.

---

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## RecognizerPosition Property

---

Note: This documentation is preliminary and is subject to change.

Gets the recognizer position in the audio stream at the time the event is raised.

### Definition

**Visual Basic** Public ReadOnly Property **RecognizerPosition** As TimeSpan  
**C#** public TimeSpan **RecognizerPosition** { get; }  
**Managed C++** public: \_\_property TimeSpan get\_**RecognizerPosition**();  
**JScript** public function get **RecognizerPosition**() : TimeSpan

### Property Value

**System.TimeSpan.**

This property is read-only.

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## RecognizerAttributes Class

---

Note: This documentation is preliminary and is subject to change.

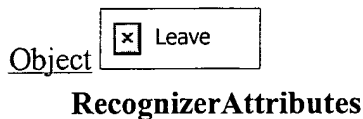
Represents the attributes various speech recognizers may, or may not support.

Definition

<b>Visual Basic</b>	Public Class <b>RecognizerAttributes</b> Inherits <u>Object</u>
<b>C#</b>	public class <b>RecognizerAttributes</b> : <u>Object</u>
<b>Managed C++</b>	public __gc class <b>RecognizerAttributes</b> : public <u>Object</u>
<b>JScript</b>	public class <b>RecognizerAttributes</b> extends <u>Object</u>

Members Table

Inheritance Hierarchy



Remarks

If this object is created directly, then trying to get properties that are not set yet will throw an exception. If this object is obtained from a recognizer then it is read-only and trying to set will have no effect.

Class Information

<b>Namespace</b>	System.Speech.Recognition
<b>Assembly</b>	System.Speech (system.speech.dll)
<b>Strong Name</b>	System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

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## GetCustomAttribute Method

---

Note: This documentation is preliminary and is subject to change.

Gets the specified custom recognizer attribute.

Definition

<b>Visual Basic</b>	Public Function <b>GetCustomAttribute</b> ( _ ByVal <i>attributeName</i> As <b>String</b> _ ) As <b>String</b>
<b>C#</b>	public <b>string</b> <b>GetCustomAttribute</b> ( <b>string</b> <i>attributeName</i> );
<b>Managed C++</b>	public: <b>String*</b> <b>GetCustomAttribute</b> ( <b>String*</b> <i>attributeName</i> );
<b>JScript</b>	public function <b>GetCustomAttribute</b> ( <i>attributeName</i> : <b>String</b> ) : <b>String</b> ;

Parameters

*attributeName* **System.String**.

Return Value

**System.String**.

---

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## DisplayName Property

---

Note: This documentation is preliminary and is subject to change.

Gets the display name of the recognizer.

Definition

<b>Visual Basic</b>	Public ReadOnly Property <b>DisplayName</b> As <b>String</b>
<b>C#</b>	public <b>string</b> <b>DisplayName</b> { get; }
<b>Managed C++</b>	public: __property <b>String*</b> get_ <b>DisplayName</b> ();
<b>JScript</b>	public function get <b>DisplayName</b> () : <b>String</b>

Property Value

**System.String**.

This property is read-only.

---

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## Id Property

---

Note: This documentation is preliminary and is subject to change.

Gets the unique ID of this recognizer.

Definition

```
Visual Basic Public ReadOnly Property Id As String  
C# public string Id { get; }  
Managed C++ public: __property String* get_Id();  
JScript public function get Id() : String
```

Property Value

**System.String.**

This property is read-only.

---

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## IsVendorPreferred Property

---

Note: This documentation is preliminary and is subject to change.

Gets a value that specifies, if multiple recognizers are installed on the machine by the same vendor, whether this recognizer is the one preferred by the vendor.

Definition

```
Visual Basic Public ReadOnly Property IsVendorPreferred As Boolean  
C# public bool IsVendorPreferred { get; }  
Managed C++ public: __property bool get_IsVendorPreferred();  
JScript public function get IsVendorPreferred() : boolean
```

Property Value

**System.Boolean.**

This property is read-only.

---

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## Languages Property

---

Note: This documentation is preliminary and is subject to change.

Gets the CultureInfo IDs of the languages this engine recognizes.

### Definition

**Visual Basic** Public ReadOnly Property Languages As CultureInfo Class()  
**C#** public CultureInfo Class[] Languages { get; }  
**Managed C++** public: \_\_property CultureInfo Class\* get\_Languages();  
**JScript** public function get Languages() : CultureInfo Class[]

### Property Value

**System.Globalization.CultureInfo.**

This property is read-only.

---

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## Name Property

---

Note: This documentation is preliminary and is subject to change.

Gets the name of the recognizer.

### Definition

**Visual Basic** Public ReadOnly Property Name As String  
**C#** public string Name { get; }  
**Managed C++** public: \_\_property String\* get\_Name();  
**JScript** public function get Name() : String

### Property Value

**System.String.**

This property is read-only.



---

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## SupportedAudioFormats Property

---

Note: This documentation is preliminary and is subject to change.

Gets the audio formats this engine supports.

Definition

```
Visual Basic Public ReadOnly Property SupportedAudioFormats As Object()  
C# public object[] SupportedAudioFormats { get; }  
Managed C++ public: __property Object* get_SupportedAudioFormats();  
JScript public function get SupportedAudioFormats() : Object[]
```

Property Value

**System.Object.**

This property is read-only.

---

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## SupportsCommandAlternates Property

---

Note: This documentation is preliminary and is subject to change.

Gets a value that specifies whether the recognizer supports alternates for command and control results.

Definition

```
Visual Basic Public ReadOnly Property SupportsCommandAlternates As Boolean  
C# public bool SupportsCommandAlternates { get; }  
Managed C++ public: __property bool get_SupportsCommandAlternates();  
JScript public function get SupportsCommandAlternates() : boolean
```

Property Value

**System.Boolean.**

This property is read-only.

---

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## SupportsCommands Property

---

Note: This documentation is preliminary and is subject to change.

Gets a value that specifies whether the recognizer supports command and control.

### Definition

**Visual Basic** Public ReadOnly Property SupportsCommands As Boolean  
**C#** public bool SupportsCommands { get; }  
**Managed C++** public: \_\_property bool get\_SupportsCommands();  
**JScript** public function get SupportsCommands() : boolean

### Property Value

**System.Boolean.**

This property is read-only.

---

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## SupportsContinuousRecognition Property

---

Note: This documentation is preliminary and is subject to change.

Gets a value that specifies whether the recognizer supports continuous recognition, which does not require pauses between words.

### Definition

**Visual Basic** Public ReadOnly Property SupportsContinuousRecognition As Boolean  
**C#** public bool SupportsContinuousRecognition { get; }  
**Managed C++** public: \_\_property bool get\_SupportsContinuousRecognition();  
**JScript** public function get SupportsContinuousRecognition() : boolean

### Property Value

**System.Boolean.**

This property is read-only.

---

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## SupportsDesktop Property

---

Note: This documentation is preliminary and is subject to change.

Gets a value that specifies whether the recognizer supports desktop audio input.

### Definition

**Visual Basic** Public ReadOnly Property **SupportsDesktop** As Boolean  
**C#** public bool **SupportsDesktop** { get; }  
**Managed C++** public: \_\_property bool get\_**SupportsDesktop**();  
**JScript** public function get **SupportsDesktop**() : boolean

### Property Value

**System.Boolean.**

This property is read-only.

---

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## SupportsDictation Property

---

Note: This documentation is preliminary and is subject to change.

Gets a value that specifies whether the recognizer supports dictation.

### Definition

**Visual Basic** Public ReadOnly Property **SupportsDictation** As Boolean  
**C#** public bool **SupportsDictation** { get; }  
**Managed C++** public: \_\_property bool get\_**SupportsDictation**();  
**JScript** public function get **SupportsDictation**() : boolean

### Property Value

**System.Boolean.**

This property is read-only.

---

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## SupportsDictationAlternates Property

---

Note: This documentation is preliminary and is subject to change.

Gets a value that specifies whether the recognizer supports alternates for dictation results.

### Definition

**Visual Basic** Public ReadOnly Property SupportsDictationAlternates As Boolean

**C#** public bool SupportsDictationAlternates { get; }

**Managed C++** public: \_\_property bool get\_SupportsDictationAlternates();

**JScript** public function get SupportsDictationAlternates() : boolean

### Property Value

**System.Boolean.**

This property is read-only.

---

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## SupportsDictationInCfgAnywhere Property

---

Note: This documentation is preliminary and is subject to change.

Gets a value that specifies whether the recognizer supports dictation transitions in context-free grammar recognition anywhere in the rule.

### Definition

**Visual Basic** Public ReadOnly Property SupportsDictationInCfgAnywhere As Boolean

**C#** public bool SupportsDictationInCfgAnywhere { get; }

**Managed C++** public: \_\_property bool get\_SupportsDictationInCfgAnywhere();

**JScript** public function get SupportsDictationInCfgAnywhere() : boolean

### Property Value

**System.Boolean.**

This property is read-only.

---

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## SupportsDiscreteRecognition Property

---

Note: This documentation is preliminary and is subject to change.

Gets a value that specifies whether the recognizer supports discrete recognition, which requires pauses between words.

### Definition

**Visual Basic** Public ReadOnly Property SupportsDiscreteRecognition As Boolean  
**C#** public bool SupportsDiscreteRecognition { get; }  
**Managed C++** public: \_\_property bool get\_SupportsDiscreteRecognition();  
**JScript** public function get SupportsDiscreteRecognition() : boolean

### Property Value

**System.Boolean.**

This property is read-only.

---

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## SupportsHypotheses Property

---

Note: This documentation is preliminary and is subject to change.

Gets a value that specifies whether the recognizer supports sending hypotheses before final recognition.

### Definition

**Visual Basic** Public ReadOnly Property SupportsHypotheses As Boolean  
**C#** public bool SupportsHypotheses { get; }  
**Managed C++** public: \_\_property bool get\_SupportsHypotheses();  
**JScript** public function get SupportsHypotheses() : boolean

### Property Value

**System.Boolean.**

This property is read-only.

---

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## SupportsMobileDevice Property

---

Note: This documentation is preliminary and is subject to change.

Gets a value that specifies whether the recognizer is tuned for use on a hand-held device.

### Definition

**Visual Basic** Public ReadOnly Property SupportsMobileDevice As Boolean

**C#** public bool SupportsMobileDevice { get; }

**Managed C++** public: \_\_property bool get\_SupportsMobileDevice();

**JScript** public function get SupportsMobileDevice() : boolean

### Property Value

**System.Boolean.**

This property is read-only.

---

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## SupportsRemoteDevice Property

---

Note: This documentation is preliminary and is subject to change.

Gets a value that specifies whether the recognizer is tuned to recognize audio streamed from a device to a server.

### Definition

**Visual Basic** Public ReadOnly Property SupportsRemoteDevice As Boolean

**C#** public bool SupportsRemoteDevice { get; }

**Managed C++** public: \_\_property bool get\_SupportsRemoteDevice();

**JScript** public function get SupportsRemoteDevice() : boolean

### Property Value

**System.Boolean.**

This property is read-only.

---

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## SupportsTelephony Property

---

Note: This documentation is preliminary and is subject to change.

Gets a value that specifies whether the recognizer supports telephony audio input.

### Definition

**Visual Basic** Public ReadOnly Property SupportsTelephony As Boolean  
**C#** public bool SupportsTelephony { get; }  
**Managed C++** public: \_\_property bool get\_SupportsTelephony();  
**JScript** public function get SupportsTelephony() : boolean

### Property Value

**System.Boolean.**

This property is read-only.

---

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## SupportsTrailingDictationInCfg Property

---

Note: This documentation is preliminary and is subject to change.

Gets a value that specifies whether the recognizer supports dictation in context-free grammar recognition anywhere in the rule.

### Definition

**Visual Basic** Public ReadOnly Property SupportsTrailingDictationInCfg As Boolean  
**C#** public bool SupportsTrailingDictationInCfg { get; }  
**Managed C++** public: \_\_property bool get\_SupportsTrailingDictationInCfg();  
**JScript** public function get SupportsTrailingDictationInCfg() : boolean

### Property Value

**System.Boolean.**

This property is read-only.

---

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## SupportsTrailingWildcardInCfg Property

---

Note: This documentation is preliminary and is subject to change.

Gets a value that specifies whether the recognizer supports wildcard transitions in context-free grammar recognition at the end of the rule.

### Definition

**Visual Basic** Public ReadOnly Property **SupportsTrailingWildcardInCfg** As Boolean  
**C#** public bool **SupportsTrailingWildcardInCfg** { get; }  
**Managed C++** public: \_\_property bool get\_**SupportsTrailingWildcardInCfg**();  
**JScript** public function get **SupportsTrailingWildcardInCfg**() : boolean

### Property Value

**System.Boolean.**

This property is read-only.

---

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## SupportsTrailingWordSequences Property

---

Note: This documentation is preliminary and is subject to change.

Gets a value that specifies whether the recognizer supports word sequences in context-free grammar recognition at the end of the rule.

### Definition

**Visual Basic** Public ReadOnly Property **SupportsTrailingWordSequences** As Boolean  
**C#** public bool **SupportsTrailingWordSequences** { get; }  
**Managed C++** public: \_\_property bool get\_**SupportsTrailingWordSequences**();  
**JScript** public function get **SupportsTrailingWordSequences**() : boolean

### Property Value



**System.Boolean.**

This property is read-only.

---

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## SupportsWildcardInCfgAnywhere Property

---

Note: This documentation is preliminary and is subject to change.

Gets a value that specifies whether the recognizer supports wildcard transitions in context-free grammar recognition anywhere in the rule.

### Definition

<b>Visual Basic</b>	Public ReadOnly Property <b>SupportsWildcardInCfgAnywhere</b> As <b>Boolean</b>
<b>C#</b>	public <b>bool</b> <b>SupportsWildcardInCfgAnywhere</b> { get; }
<b>Managed C++</b>	public: __property <b>bool</b> get_ <b>SupportsWildcardInCfgAnywhere</b> ();
<b>JScript</b>	public function get <b>SupportsWildcardInCfgAnywhere</b> () : <b>boolean</b>

### Property Value

**System.Boolean.**

This property is read-only.

---

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## SupportsWordSequencesAnywhere Property

---

Note: This documentation is preliminary and is subject to change.

Gets a value that specifies whether the recognizer supports word sequences in context-free grammar recognition anywhere in the rule.

### Definition

<b>Visual Basic</b>	Public ReadOnly Property <b>SupportsWordSequencesAnywhere</b> As <b>Boolean</b>
<b>C#</b>	public <b>bool</b> <b>SupportsWordSequencesAnywhere</b> { get; }
<b>Managed C++</b>	public: __property <b>bool</b> get_ <b>SupportsWordSequencesAnywhere</b> ();

**JScript**    public function get **SupportsWordSequencesAnywhere()** : boolean

Property Value

**System.Boolean.**

This property is read-only.

---

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## Vendor Property

---

Note: This documentation is preliminary and is subject to change.

Gets the company name of the vendor that authored the recognizer.

Definition

**Visual Basic**    Public ReadOnly Property **Vendor** As String

**C#**            public string **Vendor** { get; }

**Managed C++**    public: \_\_property String\* get\_**Vendor**();

**JScript**        public function get **Vendor()** : String

Property Value

**System.String.**

This property is read-only.

---

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## RecognizerProperties Class

---

Note: This documentation is preliminary and is subject to change.

Represents recognizer properties that are adjustable at runtime.

Definition

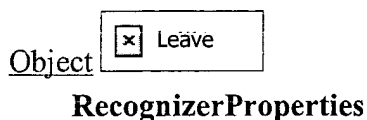
**Visual Basic**    Public Class **RecognizerProperties**  
                     Inherits Object

**C#**            public class **RecognizerProperties** : Object

**Managed C++** public \_\_gc class **RecognizerProperties** : public Object  
**JScript** public class **RecognizerProperties** extends Object

Members Table

Inheritance Hierarchy



Class Information

**Namespace** System.Speech.Recognition  
**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## GetProperty Method

---

Note: This documentation is preliminary and is subject to change.

Gets a property from the underlying recognizer object.

Definition

	Public Function <b>GetProperty</b> ( _
<b>Visual Basic</b>	ByVal <i>propertyName</i> As <u>String</u> _
	) As <u>Object</u>
	public <u>object</u> <b>GetProperty</b> (
<b>C#</b>	<u>string</u> <i>propertyName</i>
	);
	public: <u>Object</u> * <b>GetProperty</b> (
<b>Managed C++</b>	<u>String</u> * <i>propertyName</i>
	);
	public function <b>GetProperty</b> (
<b>JScript</b>	<i>propertyName</i> : <u>String</u>
	) : <u>Object</u> ;

Parameters

*propertyName* **System.String**. The Name of the property to get

**Return Value****System.Object.**

The value of the property

**Remarks**

If the underlying Recognizer does not support this property, an exception will be thrown. The property is returned as an object, since the property can either be a string or a long. It is up to the caller to convert this object into the appropriate type (e.g. long l = GetProperty("foo") as long;)

---

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## SetProperty Method

---

Note: This documentation is preliminary and is subject to change.

Sets a property on the underlying recognizer object.

**Overload List**

public Void SetProperty (String, String)  
public Void SetProperty (String, Int32)

**Remarks**

If the underlying Recognizer does not support this property, an exception will be thrown.

If the underlying Recognizer does not support this property, an exception will be thrown.

---

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## ComplexResponseSpeed Property

---

Note: This documentation is preliminary and is subject to change.

Gets and sets the amount of time in milliseconds that defines the end of a recognition, when the recognition is ambiguous.

**Definition**

<b>Visual Basic</b>	Public Property <b>ComplexResponseSpeed</b> As <u>TimeSpan</u>
<b>C#</b>	public <u>TimeSpan</u> <b>ComplexResponseSpeed</b> { get; set; }
<b>Managed C++</b>	public: __property <u>TimeSpan</u> get_ <b>ComplexResponseSpeed</b> (); public: __property void set_ <b>ComplexResponseSpeed</b> ( <u>TimeSpan</u> );
<b>JScript</b>	public function get <b>ComplexResponseSpeed</b> () : <u>TimeSpan</u> public function set <b>ComplexResponseSpeed</b> ( <u>TimeSpan</u> );

Property Value

**System.TimeSpan.**

This property is read/write.

Remarks

This attribute is used when the recognition is ambiguous. For example, in the case of a CFG which has two sentences: 1) new game please and 2) new game, an ambiguous recognition would be new game. This property's value must be greater than the ResponseSpeed value. If the underlying Recognizer does not support this property, an exception will be thrown.  
Range: 0 - 10,000 ms, default 500 ms

---

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## HighConfidenceThreshold Property

---

Note: This documentation is preliminary and is subject to change.

Gets and sets the boundary between the high and medium confidence range.

Definition

<b>Visual Basic</b>	Public Property <b>HighConfidenceThreshold</b> As <u>Integer</u>
<b>C#</b>	public <u>int</u> <b>HighConfidenceThreshold</b> { get; set; }
<b>Managed C++</b>	public: __property <u>int</u> get_ <b>HighConfidenceThreshold</b> (); public: __property void set_ <b>HighConfidenceThreshold</b> ( <u>int</u> );
<b>JScript</b>	public function get <b>HighConfidenceThreshold</b> () : <u>int</u> public function set <b>HighConfidenceThreshold</b> ( <u>int</u> );

Property Value

**System.Int32.**

This property is read/write.

Remarks

The location of the low confidence, normal confidence, and high confidence markers control how the confidence of a word is labeled. The HighConfidenceThreshold (HCT) separates the high and medium confidence range. The NormalConfidenceThreshold (NCT) separates the medium and the low confidence thresholds. The LowConfidenceThreshold (LCT) separates the low and rejected confidence range. If the all three confidences are equal to 0, then all words will have high confidence. If all three confidences are equal to 100, then all words will have low confidence. If the underlying Recognizer does not support this property, an exception will be thrown. Range: 0 - 100, default 80

---

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## IsAdaptationOn Property

---

Note: This documentation is preliminary and is subject to change.

Gets and sets a value that indicates whether the recognition engine should adapt the acoustic model.

### Definition

<b>Visual Basic</b>	Public Property IsAdaptationOn As <u>Boolean</u>
<b>C#</b>	public <u>bool</u> IsAdaptationOn { get; set; }
<b>Managed C++</b>	public: __property <u>bool</u> get_IsAdaptationOn(); public: __property void set_IsAdaptationOn( <u>bool</u> );
<b>JScript</b>	public function get IsAdaptationOn() : <u>boolean</u> public function set IsAdaptationOn( <u>boolean</u> );

### Property Value

**System.Boolean.**

This property is read/write.

### Remarks

If the underlying Recognizer does not support this property, an exception will be thrown.  
Default: true

---

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## LowConfidenceThreshold Property

---

Note: This documentation is preliminary and is subject to change.

Gets and sets the boundary between the low and rejected confidence range.

#### Definition

<b>Visual Basic</b>	Public Property <b>LowConfidenceThreshold</b> As <b>Integer</b>
<b>C#</b>	public <b>int</b> <b>LowConfidenceThreshold</b> { get; set; }
<b>Managed C++</b>	public: __property <b>int</b> get <b>LowConfidenceThreshold</b> (); public: __property void set <b>LowConfidenceThreshold</b> ( <b>int</b> );
<b>JScript</b>	public function get <b>LowConfidenceThreshold</b> () : <b>int</b> public function set <b>LowConfidenceThreshold</b> ( <b>int</b> );

#### Property Value

**System.Int32.**

This property is read/write.

#### Remarks

The location of the low confidence, normal confidence, and high confidence markers control how the confidence of a word is labeled. The HighConfidenceThreshold (HCT) separates the high and medium confidence range. The NormalConfidenceThreshold (NCT) separates the medium and the low confidence thresholds. The LowConfidenceThreshold (LCT) separates the low and rejected confidence range. If the all three confidences are equal to 0, then all words will have high confidence. If all three confidences are equal to 100, then all words will have low confidence. If the underlying Recognizer does not support this property, an exception will be thrown. Range: 0 - 100, default 20

---

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## NormalConfidenceThreshold Property

---

Note: This documentation is preliminary and is subject to change.

Gets and sets the boundary between the medium and low confidence range.

#### Definition

<b>Visual Basic</b>	Public Property <b>NormalConfidenceThreshold</b> As <b>Integer</b>
<b>C#</b>	public <b>int</b> <b>NormalConfidenceThreshold</b> { get; set; }
<b>Managed C++</b>	public: __property <b>int</b> get <b>NormalConfidenceThreshold</b> (); public: __property void set <b>NormalConfidenceThreshold</b> ( <b>int</b> );
<b>JScript</b>	public function get <b>NormalConfidenceThreshold</b> () : <b>int</b> public function set <b>NormalConfidenceThreshold</b> ( <b>int</b> );

## Property Value

**System.Int32.**

This property is read/write.

## Remarks

The location of the low confidence, normal confidence, and high confidence markers control how the confidence of a word is labeled. The HighConfidenceThreshold (HCT) separates the high and medium confidence range. The NormalConfidenceThreshold (NCT) separates the medium and the low confidence thresholds. The LowConfidenceThreshold (LCT) separates the low and rejected confidence range. If the all three confidences are equal to 0, then all words will have high confidence. If all three confidences are equal to 100, then all words will have low confidence. If the underlying Recognizer does not support this property, an exception will be thrown. Range: 0 - 100, default 50

---

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## ResourceUsage Property

---

Note: This documentation is preliminary and is subject to change.

Gets and sets CPU resource consumption. As resource usage increases, so does the use of CPU resources.

## Definition

<b>Visual Basic</b>	Public Property <b>ResourceUsage</b> As <b>Integer</b>
<b>C#</b>	public <b>int</b> <b>ResourceUsage</b> { get; set; }
<b>Managed C++</b>	public: __property <b>int</b> get <b>_ResourceUsage</b> (); public: __property void set <b>_ResourceUsage(int)</b> ;
<b>JScript</b>	public function get <b>ResourceUsage</b> () : <b>int</b> public function set <b>ResourceUsage(int)</b> ;

## Property Value

**System.Int32.**

This property is read/write.

## Remarks

If the underlying Recognizer does not support this property, an exception is thrown. Range: 0 - 100, default 50.



---

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## ResponseSpeed Property

---

Note: This documentation is preliminary and is subject to change.

Gets and sets the amount of time in milliseconds that defines the end of a recognition, when the recognition is not ambiguous.

### Definition

<b>Visual Basic</b>	Public Property <b>ResponseSpeed</b> As <u>TimeSpan</u>
<b>C#</b>	public <u>TimeSpan</u> <b>ResponseSpeed</b> { get; set; }
<b>Managed C++</b>	public: __property <u>TimeSpan</u> get <b>ResponseSpeed</b> (); public: __property void set <b>ResponseSpeed</b> ( <u>TimeSpan</u> );
<b>JScript</b>	public function get <b>ResponseSpeed</b> () : <u>TimeSpan</u> public function set <b>ResponseSpeed</b> ( <u>TimeSpan</u> );

### Property Value

**System.TimeSpan.**

This property is read/write.

### Remarks

This attribute is used when the recognition is not ambiguous. For example, in the case of a context-free grammar (CFG) which has two sentences: 1) new game please and 2) new game, a non-ambiguous recognition would be new game please. If the underlying Recognizer does not support this property, an exception will be thrown. Range: 0 - 10,000 ms, default 150 ms

---

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## Recognizers Class

---

Note: This documentation is preliminary and is subject to change.

Represents a collection of speech recognizers.

### Definition

**Visual Basic** Public Class **Recognizers**

Inherits [ReadOnlyCollectionBase](#)

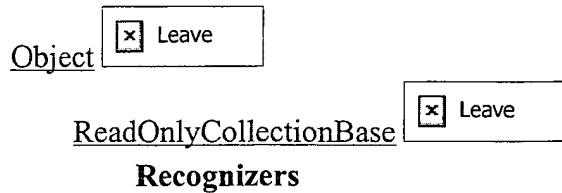
**C#** public class **Recognizers** : [ReadOnlyCollectionBase](#)

**Managed C++** public \_\_gc class **Recognizers** : public [ReadOnlyCollectionBase](#)

**JScript** public class **Recognizers** extends [ReadOnlyCollectionBase](#)

Members Table

Inheritance Hierarchy



Remarks

This class can't be created directly, but is obtained from the static `AvailableRecognizers` fields or `GetAvailableRecognizers` method.

Class Information

**Namespace** System.Speech.Recognition

**Assembly** System.Speech (system.speech.dll)

**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## AvailableRecognizers Property

---

Note: This documentation is preliminary and is subject to change.

Gets the attributes of all the recognizers that are installed on the system.

Definition

**Visual Basic** Public Shared ReadOnly Property **AvailableRecognizers** As [Recognizers](#)

**C#** public static [Recognizers](#) **AvailableRecognizers** { get; }

**Managed C++** public: \_\_property static [Recognizers](#)\* get\_AvailableRecognizers();

**JScript** public static function get **AvailableRecognizers**() : [Recognizers](#)

Property Value

**System.Speech.Recognition.Recognizers.**

This property is read-only.

---

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## Item Property

---

Note: This documentation is preliminary and is subject to change.

Gets the specified attribute.

Definition

<b>Visual Basic</b>	Public ReadOnly Property <b>Item</b> ( _ ByVal <i>index</i> As <b>Integer</b> _ ) As <b>RecognizerAttributes</b>
<b>C#</b>	public <b>RecognizerAttributes</b> this[ <b>int</b> <i>index</i> ] { get; }
<b>Managed C++</b>	public: __property <b>RecognizerAttributes</b> * get_Item( <b>int</b> <i>index</i> );
<b>JScript</b>	In JScript, you can use indexed properties, but you cannot define your own.

Property Value

**System.Speech.Recognition.RecognizerAttributes.**

This property is read-only.

Parameters

*index* **System.Int32**. The zero-based index of the desired attribute.

---

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## RecognizerStateChangedEventArgs Class

---

Note: This documentation is preliminary and is subject to change.

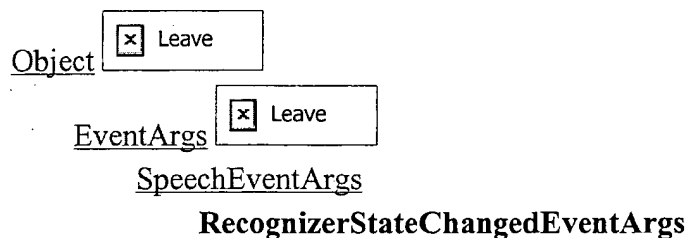
Provides data for the RecognizerStateChanged event.

## Definition

**Visual Basic** Public Class **RecognizerStateChangedEventArgs**  
**Basic** Inherits SpeechEventArgs  
**C#** public class **RecognizerStateChangedEventArgs** : SpeechEventArgs  
**Managed** public \_\_gc  
**C++** class **RecognizerStateChangedEventArgs** : public SpeechEventArgs  
**JScript** public class **RecognizerStateChangedEventArgs** extends SpeechEventArgs

## Members Table

## Inheritance Hierarchy



## Class Information

**Namespace** System.Speech.Recognition  
**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## RecognizerStateChangedEventArgs Method

---

Note: This documentation is preliminary and is subject to change.

Initializes a new instance of the RecognizerStateChangedEventArgs class.

## Definition

**Visual Basic** Public Sub **RecognizerStateChangedEventArgs**( \_  
 ByVal *audioPosition* As TimeSpan, \_  
 ByVal *state* As RecognizerState \_  
 )  
**C#** public **RecognizerStateChangedEventArgs**(  
TimeSpan *audioPosition*,  
RecognizerState *state*  
 );

```

        public: RecognizerStateChangedEventArgs(
Managed C++    TimeSpan audioPosition,
                RecognizerState state
        );
        public function RecognizerStateChangedEventArgs(
JScript        audioPosition : TimeSpan,
                state : RecognizerState
        );

```

#### Parameters

*audioPosition* **System.TimeSpan**. Placeholder  
*state* **System.Speech.Recognition.RecognizerState**.

---

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## State Property

Note: This documentation is preliminary and is subject to change.

Gets the updated audio state.

#### Definition

```

Visual Basic Public ReadOnly Property State As RecognizerState
C#           public RecognizerState State { get; }
Managed C++ public: __property RecognizerState get_State();
JScript       public function get State() : RecognizerState

```

#### Property Value

**System.Speech.Recognition.RecognizerState**.

This property is read-only.

---

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## Rule Class

Note: This documentation is preliminary and is subject to change.

Represents a grammar rule.

## Definition

**Visual Basic** Public Class **Rule**  
Inherits Object

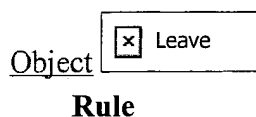
**C#** public class **Rule** : Object

**Managed C++** public \_\_gc class **Rule** : public Object

**JScript** public class **Rule** extends Object

## Members Table

## Inheritance Hierarchy



## Class Information

**Namespace** System.Speech.Recognition

**Assembly** System.Speech (system.speech.dll)

**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## Rule Method

---

Note: This documentation is preliminary and is subject to change.

Initializes a new instance of the Rule class.

## Definition

**Visual Basic** Public Sub **Rule()**

**C#** public **Rule()**;

**Managed C++** public: **Rule()**;

**JScript** public function **Rule()**;

---

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## IsActive Property

---

Note: This documentation is preliminary and is subject to change.

Gets or sets the state of a grammar rule.

#### Definition

<b>Visual Basic</b>	Public Property IsActive As <u>Boolean</u>
<b>C#</b>	public <u>bool</u> IsActive { get; set; }
<b>Managed C++</b>	public: __property <u>bool</u> get_IsActive(); public: __property void set_IsActive( <u>bool</u> );
<b>JScript</b>	public function get IsActive() : <u>boolean</u> public function set IsActive( <u>boolean</u> );

#### Property Value

**System.Boolean.**

This property is read/write.

---

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## Name Property

---

Note: This documentation is preliminary and is subject to change.

Gets the name of the rule.

#### Definition

<b>Visual Basic</b>	Public ReadOnly Property Name As <u>String</u>
<b>C#</b>	public <u>string</u> Name { get; }
<b>Managed C++</b>	public: __property <u>String*</u> get_Name();
<b>JScript</b>	public function get Name() : <u>String</u>

#### Property Value

**System.String.**

This property is read-only.

---

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## RuleCollection Class

---

Note: This documentation is preliminary and is subject to change.

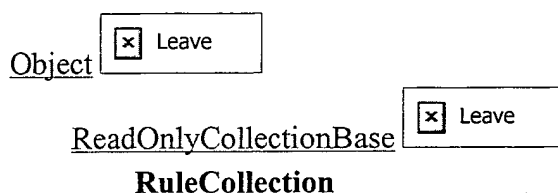
Represents a collection of Rules.

Definition

<b>Visual Basic</b>	Public Class <b>RuleCollection</b> Inherits <u><i>ReadOnlyCollectionBase</i></u>
<b>C#</b>	public class <b>RuleCollection</b> : <u><i>ReadOnlyCollectionBase</i></u>
<b>Managed C++</b>	public __gc class <b>RuleCollection</b> : public <u><i>ReadOnlyCollectionBase</i></u>
<b>JScript</b>	public class <b>RuleCollection</b> extends <u><i>ReadOnlyCollectionBase</i></u>

Members Table

Inheritance Hierarchy



Class Information

<b>Namespace</b>	System.Speech.Recognition
<b>Assembly</b>	System.Speech (system.speech.dll)
<b>Strong Name</b>	System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## get\_Item Method

---

Note: This documentation is preliminary and is subject to change.

Overload List

```

public Rule get_Item (String)
public Rule get_Item (Int32)
  
```

---

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## Item Property

---

Note: This documentation is preliminary and is subject to change.

Gets the specified rule.

Overload List

```
public Rule Item (Int32)
public Rule Item (String)
```

---

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## SemanticProperty Class

---

Note: This documentation is preliminary and is subject to change.

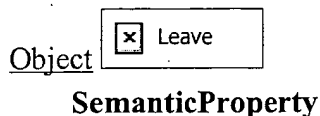
Represents a single semantic property that may contain additional levels of semantic information.

Definition

<b>Visual Basic</b>	Public Class <b>SemanticProperty</b> Inherits <i>Object</i>
<b>C#</b>	public class <b>SemanticProperty</b> : <i>Object</i>
<b>Managed C++</b>	public __gc class <b>SemanticProperty</b> : public <i>Object</i>
<b>JScript</b>	public class <b>SemanticProperty</b> extends <i>Object</i>

Members Table

Inheritance Hierarchy



Class Information

<b>Namespace</b>	System.Speech.Recognition
<b>Assembly</b>	System.Speech (system.speech.dll)
<b>Strong Name</b>	System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## Confidence Property

---

Note: This documentation is preliminary and is subject to change.

Gets the confidence score information relating to the semantic property.

Definition

**Visual Basic** Public ReadOnly Property **Confidence** As Confidence  
**C#** public Confidence **Confidence** { get; }  
**Managed C++** public: \_\_property Confidence get\_**Confidence**();  
**JScript** public function get **Confidence**() : Confidence

Property Value

**System.Speech.Recognition.Confidence.**

This property is read-only.

---

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## Name Property

---

Note: This documentation is preliminary and is subject to change.

Gets the name of this semantic property.

Definition

**Visual Basic** Public ReadOnly Property **Name** As String  
**C#** public string **Name** { get; }  
**Managed C++** public: \_\_property String\* get\_**Name**();  
**JScript** public function get **Name**() : String

Property Value

**System.String.**

This property is read-only.

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## Properties Property

---

Note: This documentation is preliminary and is subject to change.

Gets the collection of child semantic properties of this property.

Definition

```
Visual Basic Public ReadOnly Property Properties As SemanticPropertyCollection  
C# public SemanticPropertyCollection Properties { get; }  
Managed C++ public: __property SemanticPropertyCollection* get_Properties();  
JScript public function get Properties() : SemanticPropertyCollection
```

Property Value

**System.Speech.Recognition.SemanticPropertyCollection.**

This property is read-only.

---

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## RecognizerConfidence Property

---

Note: This documentation is preliminary and is subject to change.

Gets the confidence value for this semantic property computed by the speech recognition engine.

Definition

```
Visual Basic Public ReadOnly Property RecognizerConfidence As Single  
C# public float RecognizerConfidence { get; }  
Managed C++ public: __property float get_RecognizerConfidence();  
JScript public function get RecognizerConfidence() : float
```

Property Value

**System.Single.**

This property is read-only.

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## Text Property

---

Note: This documentation is preliminary and is subject to change.

Gets the text of this semantic property.

Definition

**Visual Basic** Public ReadOnly Property Text As String

**C#** public string Text { get; }

**Managed C++** public: \_\_property String\* get\_Text();

**JScript** public function get Text() : String

Property Value

**System.String.**

This property is read-only.

Remarks

For example, for the Solitaire PlayCard rule, the Text for the Rank property may be "ace", "two", "three", etc.

---

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## Tokens Property

---

Note: This documentation is preliminary and is subject to change.

Gets the tokens that correspond to this semantic property.

Definition

**Visual Basic** Public ReadOnly Property Tokens As SpokenTokenCollection

**C#** public SpokenTokenCollection Tokens { get; }

**Managed C++** public: \_\_property SpokenTokenCollection\* get\_Tokens();

**JScript** public function get Tokens() : SpokenTokenCollection

Property Value

**System.Speech.Recognition.SpokenTokenCollection.**

This property is read-only.

**Remarks**

For example, for the Solitaire PlayCard rule, the Tokens collection for the Rank property probably just contains one token, and it could contain "ace", "two", "three", etc.

---

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## Value Property

---

Note: This documentation is preliminary and is subject to change.

Gets the value of this semantic property.

**Definition**

**Visual Basic** Public ReadOnly Property Value As Object  
**C#** public object Value { get; }  
**Managed C++** public: \_\_property Object\* get\_Value();  
**JScript** public function get Value() : Object

**Property Value**

**System.Object.**

This property is read-only.

---

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## SemanticPropertyCollection Class

---

Note: This documentation is preliminary and is subject to change.

Represents a collection of semantic properties.

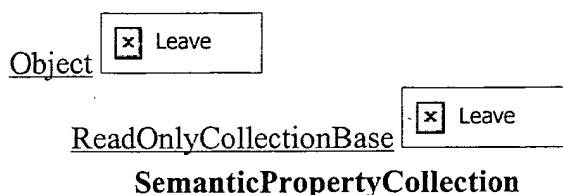
**Definition**

**Visual Basic** Public Class **SemanticPropertyCollection**  
**Basic** Inherits ReadOnlyCollectionBase  
**C#** public class **SemanticPropertyCollection** : ReadOnlyCollectionBase

**Managed** public \_\_gc  
**C++** class **SemanticPropertyCollection** : public ReadOnlyCollectionBase  
**JScript** public class **SemanticPropertyCollection** extends ReadOnlyCollectionBase

Members Table

Inheritance Hierarchy



Class Information

**Namespace** System.Speech.Recognition  
**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## get\_Item Method

---

Note: This documentation is preliminary and is subject to change.

Overload List

public SemanticProperty get\_Item (String)  
public SemanticProperty get\_Item (Int32)

---

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## Item Property

---

Note: This documentation is preliminary and is subject to change.

Gets the specified SemanticProperty.

Overload List

public SemanticProperty Item (Int32)  
public SemanticProperty Item (String)

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## SpeechEventArgs Class

Note: This documentation is preliminary and is subject to change.

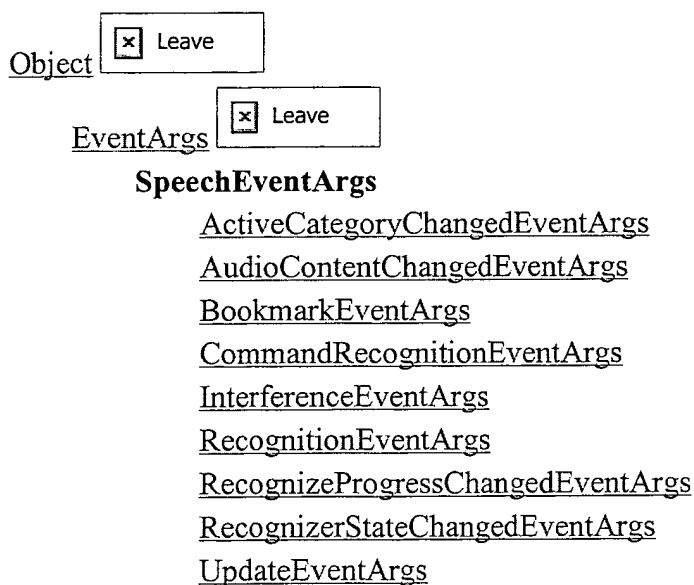
Provides data for these events: NoRecognition, AudioLevelChanged, RecognitionStarted, RecognitionStopped, RecognitionCanceled, RecognitionPaused, and RecognitionResumed.

### Definition

<b>Visual Basic</b>	Public Class <b>SpeechEventArgs</b> Inherits <u>EventArgs</u>
<b>C#</b>	public class <b>SpeechEventArgs</b> : <u>EventArgs</u>
<b>Managed C++</b>	public __gc class <b>SpeechEventArgs</b> : public <u>EventArgs</u>
<b>JScript</b>	public class <b>SpeechEventArgs</b> extends <u>EventArgs</u>

### Members Table

### Inheritance Hierarchy



### Class Information

**Namespace** System.Speech.Recognition  
**Assembly** System.Speech (system.speech.dll)

**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## SpeechEventArgs Method

---

Note: This documentation is preliminary and is subject to change.

Initializes a new instance of the SpeechEventArgs class.

Definition

	Public Sub <b>SpeechEventArgs</b> ( _
<b>Visual Basic</b>	ByVal <i>audioPosition</i> As <u>TimeSpan</u> _
	)
	public <b>SpeechEventArgs</b> (
<b>C#</b>	<u>TimeSpan</u> <i>audioPosition</i>
	);
	public: <b>SpeechEventArgs</b> (
<b>Managed C++</b>	<u>TimeSpan</u> <i>audioPosition</i>
	);
	public function <b>SpeechEventArgs</b> (
<b>JScript</b>	<i>audioPosition</i> : <u>TimeSpan</u>
	);

Parameters

*audioPosition* **System.TimeSpan**. Placeholder

---

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## AudioPosition Property

---

Note: This documentation is preliminary and is subject to change.

Gets the time the event occurred, relative to the start of the stream.

Definition

<b>Visual Basic</b>	Public ReadOnly Property <b>AudioPosition</b> As <u>TimeSpan</u>
<b>C#</b>	public <u>TimeSpan</u> <b>AudioPosition</b> { get; }



**Managed C++** public: \_\_property TimeSpan get\_AudioPosition();  
**JScript** public function get AudioPosition() : TimeSpan

Property Value

**System.TimeSpan.**

This property is read-only.

---

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## SpokenToken Class

---

Note: This documentation is preliminary and is subject to change.

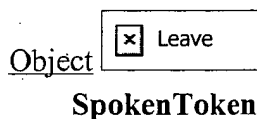
Represents a token, in western languages this is typically a word , that was recognized by the speech recognizer.

Definition

**Visual Basic** Public Class **SpokenToken**  
Inherits Object  
**C#** public class **SpokenToken** : Object  
**Managed C++** public \_\_gc class **SpokenToken** : public Object  
**JScript** public class **SpokenToken** extends Object

Members Table

Inheritance Hierarchy



Class Information

**Namespace** System.Speech.Recognition  
**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## ToString Method

---

Note: This documentation is preliminary and is subject to change.

Gets the spoken text of the token.

Definition

**Visual Basic** Overrides Public Function **ToString()** As **String**  
**C#** public override **string** **ToString()**;  
**Managed C++** public: **String\*** **ToString()**;  
**JScript** public override function **ToString()** : **String**;

Return Value

**System.String.**

---

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## Audio Property

---

Note: This documentation is preliminary and is subject to change.

Gets the captured audio that corresponds to this recognized token.

Definition

**Visual Basic** Public ReadOnly Property **Audio** As **RecognitionAudio**  
**C#** public **RecognitionAudio** **Audio** { get; }  
**Managed C++** public: \_\_property **RecognitionAudio\*** get\_**Audio**();  
**JScript** public function get **Audio()** : **RecognitionAudio**

Property Value

**System.Speech.Recognition.RecognitionAudio.**

This property is read-only.

---

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## Confidence Property

---

Note: This documentation is preliminary and is subject to change.

Gets confidence score information that expresses how confident the speech recognizer is that this is the correct token.

#### Definition

**Visual Basic** Public ReadOnly Property **Confidence** As Confidence  
**C#** public Confidence **Confidence** { get; }  
**Managed C++** public: \_\_property Confidence get\_**Confidence**();  
**JScript** public function get **Confidence**() : Confidence

#### Property Value

**System.Speech.Recognition.Confidence.**

This property is read-only.

---

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## PronunciationString Property

---

Note: This documentation is preliminary and is subject to change.

Gets the pronunciation of the token in string form.

#### Definition

**Visual Basic** Public ReadOnly Property **PronunciationString** As String  
**C#** public string **PronunciationString** { get; }  
**Managed C++** public: \_\_property String\* get\_**PronunciationString**();  
**JScript** public function get **PronunciationString**() : String

#### Property Value

**System.String.**

This property is read-only.

#### Remarks

String could also be returned in SAPI phone ids. In addition could do a conversion to IPA phones for consistency across languages (new feature work).

---

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## RecognizerConfidence Property

---

Note: This documentation is preliminary and is subject to change.

Gets confidence score information that expresses how confident the speech recognizer is that this is the correct token.

### Definition

**Visual Basic** Public ReadOnly Property **RecognizerConfidence** As Single

**C#** public float **RecognizerConfidence** { get; }

**Managed C++** public: \_\_property float get\_**RecognizerConfidence**();

**JScript** public function get **RecognizerConfidence**() : float

### Property Value

**System.Single.**

This property is read-only.

### Remarks

This value is not standardized across multiple speech Recognizers and can even change from version to version of a specific recognizer.

---

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## Text Property

---

Note: This documentation is preliminary and is subject to change.

Gets the spoken text of the token.

### Definition

**Visual Basic** Public ReadOnly Property **Text** As String

**C#** public string **Text** { get; }

**Managed C++** public: \_\_property String\* get\_**Text**();

**JScript** public function get **Text**() : String

Property Value

**System.String.**

This property is read-only.

---

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## SpokenTokenCollection Class

---

Note: This documentation is preliminary and is subject to change.

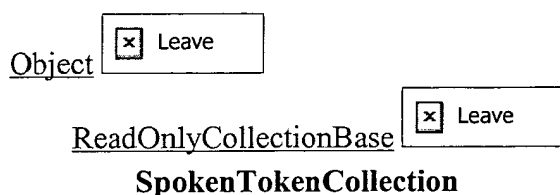
Represents a collection of recognized tokens.

Definition

<b>Visual Basic</b>	Public Class <b>SpokenTokenCollection</b> Inherits <u><i>ReadOnlyCollectionBase</i></u>
<b>C#</b>	public class <b>SpokenTokenCollection</b> : <u><i>ReadOnlyCollectionBase</i></u>
<b>Managed</b>	public __gc
<b>C++</b>	class <b>SpokenTokenCollection</b> : public <u><i>ReadOnlyCollectionBase</i></u>
<b>JScript</b>	public class <b>SpokenTokenCollection</b> extends <u><i>ReadOnlyCollectionBase</i></u>

Members Table

Inheritance Hierarchy



Class Information

<b>Namespace</b>	System.Speech.Recognition
<b>Assembly</b>	System.Speech (system.speech.dll)
<b>Strong Name</b>	System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## GetAlternates Method

---

Note: This documentation is preliminary and is subject to change.

Gets a collection of alternates specified by a range of tokens in the result.

Overload List

```
public RecognitionPhraseAlternateCollection GetAlternates (Int32, Int32)
public RecognitionPhraseAlternateCollection GetAlternates (Int32, Int32, Int32)
```

---

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## GetAudio Method

---

Note: This documentation is preliminary and is subject to change.

Gets the captured audio that corresponds to the specified range of tokens in this collection.

Definition

	Public Function <b>GetAudio</b> ( _
	ByVal <i>firstToken</i> As <b>Integer</b> , _
<b>Visual Basic</b>	ByVal <i>countOfTokens</i> As <b>Integer</b> _
	) As <b>RecognitionAudio</b>
	public <b>RecognitionAudio</b> GetAudio(
	<b>int</b> <i>firstToken</i> ,
<b>C#</b>	<b>int</b> <i>countOfTokens</i>
	);
	public: <b>RecognitionAudio*</b> GetAudio(
<b>Managed C++</b>	<b>int</b> <i>firstToken</i> ,
	<b>int</b> <i>countOfTokens</i>
	);
	public function <b>GetAudio</b> (
	<i>firstToken</i> : <b>int</b> ,
<b>JScript</b>	<i>countOfTokens</i> : <b>int</b>
	) : <b>RecognitionAudio</b> ;

Parameters

*firstToken*      **System.Int32**. The first token to consider  
*countOfTokens* **System.Int32**. The number of tokens to consider

Return Value

**System.Speech.Recognition.RecognitionAudio.**

An instance of the `RecognitionAudio` class that represents the captured audio

---

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## GetText Method

---

Note: This documentation is preliminary and is subject to change.

Gets the text that the specified range of tokens represents.

Definition

<b>Visual Basic</b>	<pre>Public Function <b>GetText</b>( _     ByVal <i>firstToken</i> As <b>Integer</b>, _     ByVal <i>countOfTokens</i> As <b>Integer</b> _ ) As <b>String</b></pre>
<b>C#</b>	<pre>public <b>string</b> <b>GetText</b>(     <b>int</b> <i>firstToken</i>,     <b>int</b> <i>countOfTokens</i> );</pre>
<b>Managed C++</b>	<pre>public: <b>String*</b> <b>GetText</b>(     <b>int</b> <i>firstToken</i>,     <b>int</b> <i>countOfTokens</i> );</pre>
<b>JScript</b>	<pre>public function <b>GetText</b>(     <i>firstToken</i> : <b>int</b>,     <i>countOfTokens</i> : <b>int</b> ) : <b>String</b>;</pre>

Parameters

<i>firstToken</i>	<b>System.Int32</b> . The first token to consider
<i>countOfTokens</i>	<b>System.Int32</b> . The number of tokens to consider

Return Value

**System.String**.

---

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## Audio Property

---

Note: This documentation is preliminary and is subject to change.

Gets the captured audio that corresponds to this collection of recognized tokens.

#### Definition

**Visual Basic** Public ReadOnly Property **Audio** As RecognitionAudio  
**C#** public RecognitionAudio **Audio** { get; }  
**Managed C++** public: \_\_property RecognitionAudio\* get\_**Audio**();  
**JScript** public function get **Audio**() : RecognitionAudio

#### Property Value

**System.Speech.Recognition.RecognitionAudio.**

This property is read-only.

---

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## Item Property

---

Note: This documentation is preliminary and is subject to change.

Gets the token at the specified position.

#### Definition

**Visual Basic** Public ReadOnly Property **Item**( \_  
ByVal *index* As **Integer** \_  
) As SpokenToken  
**C#** public SpokenToken this[  
**int** *index*  
] { get; }  
**Managed C++** public: \_\_property SpokenToken\* get\_**Item**(  
**int** *index*  
);  
**JScript** In JScript, you can use indexed properties, but you cannot define your own.

#### Property Value

**System.Speech.Recognition.SpokenToken.**

This property is read-only.

#### Parameters

*index* **System.Int32.**



---

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## Text Property

---

Note: This documentation is preliminary and is subject to change.

Gets the text that this collection of token represents.

### Definition

<b>Visual Basic</b>	Public ReadOnly Property Text As <u>String</u>
<b>C#</b>	public <u>string</u> Text { get; }
<b>Managed C++</b>	public: __property <u>String*</u> get_Text();
<b>JScript</b>	public function get Text() : <u>String</u>

### Property Value

**System.String.**

This property is read-only.

---

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## SystemRecognizer Class

---

Note: This documentation is preliminary and is subject to change.

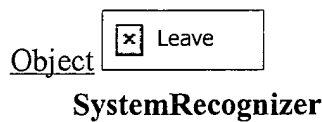
Represents the shared recognizer.

### Definition

	Public Class SystemRecognizer
<b>Visual Basic</b>	Inherits <u>Object</u> Implements <u>IDisposable</u> , <u>IRecognizer</u>
<b>C#</b>	public class SystemRecognizer : <u>Object</u> , <u>IDisposable</u> , <u>IRecognizer</u>
<b>Managed C++</b>	public __gc class SystemRecognizer : public <u>Object</u> , <u>IDisposable</u> , <u>IRecognizer</u>
<b>JScript</b>	public class SystemRecognizer extends <u>Object</u> implements <u>IRecognizer</u> , <u>IDisposable</u>

### Members Table

## Inheritance Hierarchy



## Examples

The following code example creates a `SystemRecognizer` object and adds delegates to events.

```
private void SpeechRecognition_Load(object sender, EventArgs e) { //
```

## Class Information

**Namespace** System.Speech.Recognition  
**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## AdaptLanguageModel Method

---

Note: This documentation is preliminary and is subject to change.

Passes a specified string to the recognition engine for use in adapting the active language models.

### Overload List

```

public Void AdaptLanguageModel (String)
public Void AdaptLanguageModel (String[])
public Void AdaptLanguageModel (String, String, AdaptationSettings, AdaptationRelevance)
public Void AdaptLanguageModel (String
[], String, AdaptationSettings, AdaptationRelevance)
  
```

---

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## Dispose Method

---

Note: This documentation is preliminary and is subject to change.

Releases the unmanaged resources used by the `SystemRecognizer` class.

## Definition

**Visual Basic** Public Sub **Dispose()**  
**C#** public **void** **Dispose()**;  
**Managed C++** public: **void** **Dispose()**;  
**JScript** public function **Dispose()** : **void**;

---

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## EmulateRecognize Method

---

Note: This documentation is preliminary and is subject to change.

Simulates a speech recognition event by assuming that a specified string was spoken by the user.

### Overload List

public Void EmulateRecognize (String)  
public Void EmulateRecognize (String, CompareOptions)  
public Void EmulateRecognize (String[])  
public Void EmulateRecognize (String[], CompareOptions)

### Examples

The following code example emulates the recognition of emulateTextBox.

```
private void EmulateButton_Click(object sender, EventArgs e) {           if (em
Private Sub EmulateButton_Click(ByVal sender As Object, ByVal e As EventArgs) H
```

---

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## InsertBookmark Method

---

Note: This documentation is preliminary and is subject to change.

Sets a bookmark at a specified stream position, and fires the Bookmark event.

### Definition

**Visual Basic** Public Sub **InsertBookmark**(\_  
ByVal *streamTimeToDoBookmark* As TimeSpan, \_

```

        ByVal tag As Object _
    )
    public void InsertBookmark(
        TimeSpan streamTimeToDoBookmark,
        object tag
    );
    public: void InsertBookmark(
        TimeSpan streamTimeToDoBookmark,
        Object* tag
    );
    public function InsertBookmark(
        streamTimeToDoBookmark : TimeSpan,
        tag : Object
    ) : void;

```

#### Parameters

*streamTimeToDoBookmark* System.TimeSpan.  
*tag* System.Object.

---

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## InsertBookmarkAhead Method

---

Note: This documentation is preliminary and is subject to change.

Sets a bookmark at a specified amount of time ahead of the current audio position, and fires the Bookmark event.

#### Definition

```

    Public Sub InsertBookmarkAhead( _
        ByVal timeAheadToDoBookmark As TimeSpan, _
        ByVal tag As Object _
    )
    public void InsertBookmarkAhead(
        TimeSpan timeAheadToDoBookmark,
        object tag
    );
    public: void InsertBookmarkAhead(
        TimeSpan timeAheadToDoBookmark,
        Object* tag
    );
    public function InsertBookmarkAhead(
        timeAheadToDoBookmark : TimeSpan,

```

*tag* : **Object**  
 ) : **void**;

#### Parameters

*timeAheadToDoBookmark* **System.TimeSpan.**  
*tag* **System.Object.**

---

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## RequestUpdate Method

---

Note: This documentation is preliminary and is subject to change.

Requests an update as soon as the engine can accept it. The system will fire the Update event once the recognizer is ready to receive updates.

#### Overload List

public Void RequestUpdate ()  
public Void RequestUpdate (Object)  
public Void RequestUpdate (TimeSpan, Object)

---

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## RequestUpdateAhead Method

---

Note: This documentation is preliminary and is subject to change.

Requests an update as soon as the engine can accept it. The system will fire the Update event once the recognizer is ready to receive updates.

#### Definition

	Public Sub <b>RequestUpdateAhead</b> ( _
	ByVal <i>timeAheadToDoUpdate</i> As <b>TimeSpan</b> , _
	ByVal <i>tag</i> As <b>Object</b> _
	)
Visual Basic	
	public void <b>RequestUpdateAhead</b> (
	<b>TimeSpan</b> <i>timeAheadToDoUpdate</i> ,
C#	<b>object</b> <i>tag</i>
	);

```

Managed C++    public: void RequestUpdateAhead(
                  TimeSpan timeAheadToDoUpdate,
                  Object* tag
                  );
JScript         public function RequestUpdateAhead(
                  timeAheadToDoUpdate : TimeSpan,
                  tag : Object
                  ) : void;

```

#### Parameters

*timeAheadToDoUpdate* **System.TimeSpan.**  
*tag* **System.Object.**

---

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## SetState Method

---

Note: This documentation is preliminary and is subject to change.

Sets recognizer state.

#### Definition

```

Visual Basic    Public Sub SetState( _
                  ByVal state As RecognizerState _
                  )
C#              public void SetState(
                  RecognizerState state
                  );
Managed C++    public: void SetState(
                  RecognizerState state
                  );
JScript         public function SetState(
                  state : RecognizerState
                  ) : void;

```

#### Parameters

*state* **System.Speech.Recognition.RecognizerState.** State to set

#### Remarks

Recognizer state is set to one of two values.

**SPRECOSTATE.SPRST\_ACTIVE\_ALWAYS** Indicates the audio is running regardless of the rule state. Even if there are no active rules, audio will still be read and passed to the engine. This state can be useful for applications if they want to receive volume level events, in order to display a VU-meter or similar.

**SPRST\_INACTIVE** The engine and audio input are inactive and no audio is being read, even if there rules active. The audio device will be closed in this state. Normally an application should not set the state to **SPRST\_INACTIVE** because when using the shared engine, recognition will be stopped for all applications, not just this one.

---

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## WaitForUpdate Method

---

Note: This documentation is preliminary and is subject to change.

Raises the Update event, and blocks the recognizer until the Update event handler finishes.

Definition

**Visual Basic** Public Sub WaitForUpdate()  
**C#** public void WaitForUpdate();  
**Managed C++** public: void WaitForUpdate();  
**JScript** public function WaitForUpdate() : void;

---

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## ActiveCategory Property

---

Note: This documentation is preliminary and is subject to change.

Gets and sets the active recognizer category.

Definition

**Visual Basic** Public Property ActiveCategory As Category  
**C#** public Category ActiveCategory { get; set; }  
**Managed C++** public: \_\_property Category\* get\_ActiveCategory();  
 public: \_\_property void set\_ActiveCategory(Category\*);  
**JScript** public function get ActiveCategory() : Category  
 public function set ActiveCategory(Category);

Property Value

**System.Speech.Recognition.Category.**

This property is read/write.

---

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## Attributes Property

---

Note: This documentation is preliminary and is subject to change.

Gets the collection of attributes referenced by the recognizer.

### Definition

**Visual Basic** Public ReadOnly Property **Attributes** As RecognizerAttributes  
**C#** public RecognizerAttributes **Attributes** { get; }  
**Managed C++** public: \_\_property RecognizerAttributes\* get\_**Attributes**();  
**JScript** public function get **Attributes**() : RecognizerAttributes

### Property Value

**System.Speech.Recognition.RecognizerAttributes.**

This property is read-only.

---

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## AudioContent Property

---

Note: This documentation is preliminary and is subject to change.

Returns the content of the audio stream.

### Definition

**Visual Basic** Public ReadOnly Property **AudioContent** As AudioContent  
**C#** public AudioContent **AudioContent** { get; }  
**Managed C++** public: \_\_property AudioContent get\_**AudioContent**();  
**JScript** public function get **AudioContent**() : AudioContent

### Property Value



**System.Speech.Recognition.AudioContent.**

This property is read-only.

---

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## AudioPosition Property

---

Note: This documentation is preliminary and is subject to change.

Gets the current read or write position of the stream or device in bytes.

### Definition

**Visual Basic** Public ReadOnly Property **AudioPosition** As TimeSpan  
**C#** public TimeSpan **AudioPosition** { get; }  
**Managed C++** public: \_\_property TimeSpan get **AudioPosition**();  
**JScript** public function get **AudioPosition**() : TimeSpan

### Property Value

**System.TimeSpan.**

This property is read-only.

---

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## EnableRejection Property

---

Note: This documentation is preliminary and is subject to change.

Gets a value that specifies whether the recognizer splits recognitions into those with high confidence that raise a Recognition event, and those with low confidence that raise a RejectedRecognition event. True by default. If set to false, all recognitions fire a Recognition event.

### Definition

**Visual Basic** Public Property **EnableRejection** As Boolean  
**C#** public bool **EnableRejection** { get; set; }  
**Managed C++** public: \_\_property bool get **EnableRejection**();  
public: \_\_property void set **EnableRejection**(bool);  
**JScript** public function get **EnableRejection**() : boolean

public function set **EnableRejection**(boolean);

Property Value

**System.Boolean.**

This property is read/write.

---

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## Grammars Property

---

Note: This documentation is preliminary and is subject to change.

Gets the collection of grammars referenced by the recognizer.

Definition

**Visual Basic** Public ReadOnly Property **Grammars** As GrammarCollection

**C#** public GrammarCollection **Grammars** { get; }

**Managed C++** public: \_\_property GrammarCollection\* get\_**Grammars**();

**JScript** public function get **Grammars**() : GrammarCollection

Property Value

**System.Speech.Recognition.GrammarCollection.**

This property is read-only.

---

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## IsActive Property

---

Note: This documentation is preliminary and is subject to change.

Gets or sets a value that specifies whether the recognizer is active. Defaults to true.

Definition

**Visual Basic** Public Property **IsActive** As Boolean

**C#** public bool **IsActive** { get; set; }

**Managed C++** public: \_\_property bool get\_**IsActive**();

```

JScript      public: __property void set_IsActive(bool);
                public function get IsActive() : boolean
                public function set IsActive(boolean);

```

Property Value

**System.Boolean.**

This property is read/write.

---

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## Properties Property

---

Note: This documentation is preliminary and is subject to change.

Gets the collection of properties referenced by the recognizer.

Definition

```

Visual Basic Public ReadOnly Property Properties As RecognizerProperties
C#           public RecognizerProperties Properties { get; }
Managed C++ public: __property RecognizerProperties* get_Properties();
JScript      public function get Properties() : RecognizerProperties

```

Property Value

**System.Speech.Recognition.RecognizerProperties.**

This property is read-only.

---

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## Recognizer Property

---

Note: This documentation is preliminary and is subject to change.

Definition

```

Visual Basic Public Shared ReadOnly Property Recognizer As SystemRecognizer
C#           public static SystemRecognizer Recognizer { get; }
Managed C++ public: __property static SystemRecognizer* get_Recognizer();

```

**JScript**    public static function get **Recognizer()** : **SystemRecognizer**

Property Value

**System.Speech.Recognition.SystemRecognizer.**

This property is read-only.

---

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## RecognizerPosition Property

---

Note: This documentation is preliminary and is subject to change.

Gets the current stream position the engine has recognized to. Stream positions are measured in bytes. This value can be used to check the engine's progress using the audio data.

Definition

**Visual Basic**    Public ReadOnly Property **RecognizerPosition** As **TimeSpan**

**C#**            public **TimeSpan** **RecognizerPosition** { get; }

**Managed C++**    public: \_\_property **TimeSpan** get\_**RecognizerPosition**();

**JScript**        public function get **RecognizerPosition()** : **TimeSpan**

Property Value

**System.TimeSpan.**

This property is read-only.

---

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## State Property

---

Note: This documentation is preliminary and is subject to change.

Gets the current state of the recognizer.

Definition

**Visual Basic**    Public ReadOnly Property **State** As **RecognizerState**

**C#**            public **RecognizerState** **State** { get; }

**Managed C++** public: \_\_property RecognizerState get\_State();  
**JScript** public function get State() : RecognizerState

Property Value

**System.Speech.Recognition.RecognizerState.**

This property is read-only.

---

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## ActiveCategoryChanged Event

---

Note: This documentation is preliminary and is subject to change.

Occurs when the active category is changed.

Definition

<b>Visual Basic</b>	Public Event <b>ActiveCategoryChanged</b> As <u>ActiveCategoryChangedEventHandler</u>
<b>C#</b>	public event <u>ActiveCategoryChangedEventHandler</u> <b>ActiveCategoryChanged</b> ;
<b>Managed C++</b>	public: __event <b>ActiveCategoryChanged</b> ;
<b>JScript</b>	In JScript, you can use events, but you cannot define your own.

---

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## AudioContentChanged Event

---

Note: This documentation is preliminary and is subject to change.

Occurs when the type of signal in the audio input changed.

Definition

<b>Visual Basic</b>	Public Event <b>AudioContentChanged</b> As <u>AudioContentChangedEventHandler</u>
<b>C#</b>	public event <u>AudioContentChangedEventHandler</u> <b>AudioContentChanged</b> ;
<b>Managed C++</b>	public: __event <b>AudioContentChanged</b> ;

**JScript** In JScript, you can use events, but you cannot define your own.

---

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## Bookmark Event

---

Note: This documentation is preliminary and is subject to change.

Occurs when a bookmark is reached.

### Definition

**Visual Basic** Public Event **Bookmark** As *BookmarkEventHandler*

**C#** public event *BookmarkEventHandler* **Bookmark**;

**Managed C++** public: \_\_event **Bookmark**;

**JScript** In JScript, you can use events, but you cannot define your own.

---

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## Hypothesis Event

---

Note: This documentation is preliminary and is subject to change.

Occurs when a spoken phrase is partially recognized.

### Definition

**Visual Basic** Public Event **Hypothesis** As *RecognitionEventHandler*

**C#** public event *RecognitionEventHandler* **Hypothesis**;

**Managed C++** public: \_\_event **Hypothesis**;

**JScript** In JScript, you can use events, but you cannot define your own.

### Examples

This example handles the Eecognition event and displays the hypothesized result.

```
private void Recognizer_Hypothesis(object sender, RecognitionEventArgs e) {
    Private Sub Recognizer_Hypothesis(ByVal sender As Object, ByVal e As Recognitio
```

---

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## InterferenceDetected Event

---

Note: This documentation is preliminary and is subject to change.

Occurs when the speech recognition engine encounters interference in the input audio stream preventing an optimal speech recognition experience.

### Definition

**Visual Basic** Public Event **InterferenceDetected** As *InterferenceEventHandler*

**C#** public event *InterferenceEventHandler* **InterferenceDetected**;

**Managed C++** public: \_\_event **InterferenceDetected**;

**JScript** In JScript, you can use events, but you cannot define your own.

---

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## NoRecognition Event

---

Note: This documentation is preliminary and is subject to change.

Occurs when a spoken phrase is not recognized.

### Definition

**Visual Basic** Public Event **NoRecognition** As *RecognitionEventHandler*

**C#** public event *RecognitionEventHandler* **NoRecognition**;

**Managed C++** public: \_\_event **NoRecognition**;

**JScript** In JScript, you can use events, but you cannot define your own.

---

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## Recognition Event

---

Note: This documentation is preliminary and is subject to change.

Occurs when a spoken phrase is successfully recognized.

### Definition

**Visual Basic** Public Event **Recognition** As *RecognitionEventHandler*

**C#**      public event *RecognitionEventHandler* **Recognition**;  
**Managed C++** public: \_\_event **Recognition**;  
**JScript**    In JScript, you can use events, but you cannot define your own.

### Examples

This example displays the recognition result and updates the semantics and alternates.

```
private void Recognizer_Recognition(object sender, RecognitionEventArgs e
```

This sample handles the recognition event.

```
Private Sub Recognizer_Recognition(ByVal sender As Object, ByVal e As Reco
```

---

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## RecognizeProgressChanged Event

---

Note: This documentation is preliminary and is subject to change.

Occurs when the input audio volume level changes.

### Definition

**Visual Basic**    Public  
**Basic**      Event **RecognizeProgressChanged** As *RecognizeProgressChangedEventHandler*  
**C#**          public event  
                *RecognizeProgressChangedEventHandler* **RecognizeProgressChanged**;  
**Managed C++**    public: \_\_event **RecognizeProgressChanged**;  
**JScript**    In JScript, you can use events, but you cannot define your own.

### Examples

This example updates the audio level meter when the recognition progress has been updated.

```
private void Recognizer_RecognizeProgressChanged(object sender, Recognize
```

```
Private Sub Recognizer_RecognizeProgressChanged(ByVal sender As Object,
```

---

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## RecognizerStateChanged Event



---

Note: This documentation is preliminary and is subject to change.

Occurs when recognition starts, or stops; or when recognition is canceled, paused, or resumed.

#### Definition

<b>Visual Basic</b>	Public Event <b>RecognizerStateChanged</b> As <i>RecognizerStateChangedEventHandler</i>
<b>C#</b>	public event <i>RecognizerStateChangedEventHandler</i> <b>RecognizerStateChanged</b> ;
<b>Managed C++</b>	public: __event <b>RecognizerStateChanged</b> ;
<b>JScript</b>	In JScript, you can use events, but you cannot define your own.

---

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## RejectedRecognition Event

---

Note: This documentation is preliminary and is subject to change.

Occurs when a spoken phrase is recognized with low confidence.

#### Definition

<b>Visual Basic</b>	Public Event <b>RejectedRecognition</b> As <i>RecognitionEventHandler</i>
<b>C#</b>	public event <i>RecognitionEventHandler</i> <b>RejectedRecognition</b> ;
<b>Managed C++</b>	public: __event <b>RejectedRecognition</b> ;
<b>JScript</b>	In JScript, you can use events, but you cannot define your own.

---

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## Update Event

---

Note: This documentation is preliminary and is subject to change.

Occurs when the RequestUpdate and related methods are used to request that the recognition engine pause to allow changes to grammars or other changes to be made.

#### Definition

<b>Visual Basic</b>	Public Event <b>Update</b> As <i>UpdateEventHandler</i>
---------------------	---

**C#**      public event UpdateEventHandler **Update**;  
**Managed C++** public: \_\_event **Update**;  
**JScript**    In JScript, you can use events, but you cannot define your own.

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## UpdateEventArgs Class

Note: This documentation is preliminary and is subject to change.

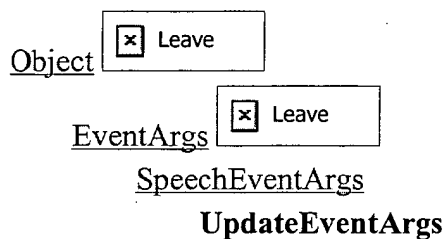
Provides data for the Update event.

### Definition

**Visual Basic**    Public Class **UpdateEventArgs**  
                      Inherits SpeechEventArgs  
**C#**                public class **UpdateEventArgs** : SpeechEventArgs  
**Managed C++** public \_\_gc class **UpdateEventArgs** : public SpeechEventArgs  
**JScript**          public class **UpdateEventArgs** extends SpeechEventArgs

### Members Table

### Inheritance Hierarchy



### Class Information

**Namespace**    System.Speech.Recognition  
**Assembly**     System.Speech (system.speech.dll)  
**Strong Name**   System.Speech, Version=6.0.4044.0, Culture=neutral,  
                      PublicKeyToken=365143bb27e7ac8b

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## UpdateEventArgs Method

Note: This documentation is preliminary and is subject to change.

Initializes a new instance of the UpdateEventArgs class.

#### Definition

<b>Visual Basic</b>	Public Sub <b>UpdateEventArgs</b> ( ByVal <i>audioPosition</i> As <u>TimeSpan</u> , ByVal <i>tag</i> As <u>Object</u> _ )
<b>C#</b>	public <b>UpdateEventArgs</b> ( <u>TimeSpan</u> <i>audioPosition</i> , <u>object</u> <i>tag</i> );
<b>Managed C++</b>	public: <b>UpdateEventArgs</b> ( <u>TimeSpan</u> <i>audioPosition</i> , <u>Object</u> * <i>tag</i> );
<b>JScript</b>	public function <b>UpdateEventArgs</b> ( <i>audioPosition</i> : <u>TimeSpan</u> , <i>tag</i> ; <u>Object</u> );

#### Parameters

<i>audioPosition</i>	<b>System.TimeSpan</b> . Placeholder
<i>tag</i>	<b>System.Object</b> . Application supplied object reference.

---

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## Tag Property

---

Note: This documentation is preliminary and is subject to change.

Gets an application-supplied object reference.

#### Definition

<b>Visual Basic</b>	Public ReadOnly Property <b>Tag</b> As <u>Object</u>
<b>C#</b>	public <u>object</u> <b>Tag</b> { get; }
<b>Managed C++</b>	public: __property <u>Object</u> * get_ <b>Tag</b> ();
<b>JScript</b>	public function get <b>Tag</b> () : <u>Object</u>

#### Property Value

**System.Object.**

This property is read-only.

---

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## IRecognizer Interface

---

Note: This documentation is preliminary and is subject to change.

Provides an interface representing a speech recognizer.

### Definition

<b>Visual Basic</b>	Public Interface <b>IRecognizer</b>
<b>C#</b>	public interface <b>IRecognizer</b>
<b>Managed C++</b>	public __gc __interface <b>IRecognizer</b>
<b>JScript</b>	public interface <b>IRecognizer</b>

### Members Table

### Interface Information

<b>Namespace</b>	System.Speech.Recognition
<b>Assembly</b>	System.Speech (system.speech.dll)
<b>Strong Name</b>	System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## AdaptLanguageModel Method

---

Note: This documentation is preliminary and is subject to change.

Passes a specified string to the recognition engine for use in adapting the active language models.

### Overload List

```

public Void AdaptLanguageModel (String)
public Void AdaptLanguageModel (String[])
public Void AdaptLanguageModel (String, String, AdaptationSettings, AdaptationRelevance)
public Void AdaptLanguageModel (String

```

[], String, AdaptationSettings, AdaptationRelevance)

---

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## EmulateRecognize Method

---

Note: This documentation is preliminary and is subject to change.

Simulates a speech recognition event by assuming that a specified string was spoken by the user.

### Overload List

```
public Void EmulateRecognize (String)
public Void EmulateRecognize (String, CompareOptions)
public Void EmulateRecognize (String[])
public Void EmulateRecognize (String[], CompareOptions)
```

### Remarks

Synchronous recognition emulation. The appropriate events are still raise.

Synchronous recognition emulation. The appropriate events are still raise.

Synchronous recognition emulation. The appropriate events are still raise.

Synchronous recognition emulation. The appropriate events are still raise.

---

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## InsertBookmark Method

---

Note: This documentation is preliminary and is subject to change.

Sets a bookmark at a specified stream position, and fires the Bookmark event.

### Definition

```
Public Sub InsertBookmark( _
    ByVal streamTimeToDoBookmark As TimeSpan, _
    ByVal tag As Object _
)

public void InsertBookmark(
```

```

C#           TimeSpan streamTimeToDoBookmark,
            object tag
        );
        public: void InsertBookmark(
Managed C++ TimeSpan streamTimeToDoBookmark,
            Object* tag
        );
        public function InsertBookmark(
JScript     streamTimeToDoBookmark : TimeSpan,
            tag : Object
        ) : void;

```

#### Parameters

*streamTimeToDoBookmark* System.TimeSpan.  
*tag* System.Object.

---

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## InsertBookmarkAhead Method

---

Note: This documentation is preliminary and is subject to change.

Sets a bookmark at a specified amount of time ahead of the current audio position, and fires the Bookmark event.

#### Definition

```

Visual Basic Public Sub InsertBookmarkAhead( _
            ByVal timeAheadToDoBookmark As TimeSpan, _
            ByVal tag As Object _
        )
C#           public void InsertBookmarkAhead(
            TimeSpan timeAheadToDoBookmark,
            object tag
        );
Managed C++ public: void InsertBookmarkAhead(
            TimeSpan timeAheadToDoBookmark,
            Object* tag
        );
JScript     public function InsertBookmarkAhead(
            timeAheadToDoBookmark : TimeSpan,
            tag : Object
        ) : void;

```

## Parameters

*timeAheadToDoBookmark* **System.TimeSpan.**  
*tag* **System.Object.**

---

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## RequestUpdate Method

---

Note: This documentation is preliminary and is subject to change.

Requests an update as soon as the engine can accept it. The system will fire the Update event once the recognizer is ready to receive updates.

## Overload List

public Void RequestUpdate ()  
public Void RequestUpdate (Object)  
public Void RequestUpdate (TimeSpan, Object)

---

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## RequestUpdateAhead Method

---

Note: This documentation is preliminary and is subject to change.

Requests an update when the engine reaches a position a specified amount of time ahead of the current audio position. If the time ahead is zero, then the engine pauses as soon as it recognizes speech up to the current audio position.

## Definition

	Public Sub <b>RequestUpdateAhead</b> ( _
<b>Visual Basic</b>	ByVal <i>timeAheadToDoUpdate</i> As <b>TimeSpan</b> , _
	ByVal <i>tag</i> As <b>Object</b> _
	)
	public <b>void</b> <b>RequestUpdateAhead</b> (
<b>C#</b>	<b>TimeSpan</b> <i>timeAheadToDoUpdate</i> ,
	<b>object</b> <i>tag</i>
	);

**Managed C++** public: **void** **RequestUpdateAhead**(  
**TimeSpan** *timeAheadToDoUpdate*,

```

        Object* tag
    );
    public function RequestUpdateAhead(
        timeAheadToDoUpdate : TimeSpan,
        tag : Object
    ) : void;

```

#### Parameters

*timeAheadToDoUpdate* **System.TimeSpan**. ahead of current audio position that the engine will reach before doing the update.

*tag* **System.Object**. Object that will be passed to the delegate when called. This can be a reference to any object in the application.

---

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## WaitForUpdate Method

---

Note: This documentation is preliminary and is subject to change.

Raises the Update event, and blocks the recognizer until the Update event handler finishes.

#### Definition

```

Visual Basic Public Sub WaitForUpdate()
C# public void WaitForUpdate();
Managed C++ public: void WaitForUpdate();
JScript public function WaitForUpdate() : void;

```

#### Remarks

This method will block until the engine is ready to be updated.

---

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## Attributes Property

---

Note: This documentation is preliminary and is subject to change.

Gets the recognizer attributes of the underlying recognizer. Read only.

#### Definition



**Visual Basic** Public ReadOnly Property Attributes As RecognizerAttributes  
**C#** public RecognizerAttributes Attributes { get; }  
**Managed C++** public: \_\_property RecognizerAttributes\* get\_Attributes();  
**JScript** public function get Attributes() : RecognizerAttributes

Property Value

**System.Speech.Recognition.RecognizerAttributes.**

This property is read-only.

---

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## AudioContent Property

---

Note: This documentation is preliminary and is subject to change.

Returns the content of the audio stream.

Definition

**Visual Basic** Public ReadOnly Property AudioContent As AudioContent  
**C#** public AudioContent AudioContent { get; }  
**Managed C++** public: \_\_property AudioContent get\_AudioContent();  
**JScript** public function get AudioContent() : AudioContent

Property Value

**System.Speech.Recognition.AudioContent.**

This property is read-only.

---

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## EnableRejection Property

---

Note: This documentation is preliminary and is subject to change.

Gets a value that specifies whether the recognizer splits recognitions into those with high confidence that raise a Recognition event, and those with low confidence that raise a RejectedRecognition event. True by default. If set to false, all recognitions fire a Recognition event.

## Definition

<b>Visual Basic</b>	Public Property <b>EnableRejection</b> As <b>Boolean</b>
<b>C#</b>	public <b>bool</b> <b>EnableRejection</b> { get; set; }
<b>Managed C++</b>	public: __property <b>bool</b> get <b>EnableRejection</b> (); public: __property void set <b>EnableRejection</b> ( <b>bool</b> );
<b>JScript</b>	public function get <b>EnableRejection</b> () : <b>boolean</b> public function set <b>EnableRejection</b> ( <b>boolean</b> );

## Property Value

**System.Boolean.**

This property is read/write.

---

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## Grammars Property

---

Note: This documentation is preliminary and is subject to change.

Gets the collection of grammars attached to this recognizer.

## Definition

<b>Visual Basic</b>	Public ReadOnly Property <b>Grammars</b> As <b>GrammarCollection</b>
<b>C#</b>	public <b>GrammarCollection</b> <b>Grammars</b> { get; }
<b>Managed C++</b>	public: __property <b>GrammarCollection*</b> get <b>Grammars</b> ();
<b>JScript</b>	public function get <b>Grammars</b> () : <b>GrammarCollection</b>

## Property Value

**System.Speech.Recognition.GrammarCollection.**

This property is read-only.

---

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## IsActive Property

---

Note: This documentation is preliminary and is subject to change.

Gets or sets a value that specifies whether the recognizer is active. Defaults to true.

#### Definition

<b>Visual Basic</b>	Public Property <b>IsActive</b> As <u><b>Boolean</b></u>
<b>C#</b>	public <u><b>bool</b></u> <b>IsActive</b> { get; set; }
<b>Managed C++</b>	public: __property <u><b>bool</b></u> get <b>_IsActive</b> (); public: __property void set <b>_IsActive</b> ( <u><b>bool</b></u> );
<b>JScript</b>	public function get <b>IsActive</b> () : <u><b>boolean</b></u> public function set <b>IsActive</b> ( <u><b>boolean</b></u> );

#### Property Value

**System.Boolean.**

This property is read/write.

#### Remarks

For a top level rule to be recognized, it must be active, it must be housed in an active grammar, and that grammar must be housed in a recognizer that is active. If any one of these three conditions are not met, the rule cannot be recognized. Setting this method is used in the shared case to activate and deactivate a set of grammars simultaneously.

---

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## Properties Property

---

Note: This documentation is preliminary and is subject to change.

Gets the properties of this instance of the recognizer.

#### Definition

<b>Visual Basic</b>	Public ReadOnly Property <b>Properties</b> As <u><b>RecognizerProperties</b></u>
<b>C#</b>	public <u><b>RecognizerProperties</b></u> <b>Properties</b> { get; }
<b>Managed C++</b>	public: __property <u><b>RecognizerProperties*</b></u> get <b>_Properties</b> ();
<b>JScript</b>	public function get <b>Properties</b> () : <u><b>RecognizerProperties</b></u>

#### Property Value

**System.Speech.Recognition.RecognizerProperties.**

This property is read-only.

## Remarks

Take care when setting the properties when using the Shared Recognizer as these values affect all running Speech applications that are also using the Shared Recognizer.

---

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## State Property

---

Note: This documentation is preliminary and is subject to change.

Gets the current state of the recognizer.

## Definition

**Visual Basic** Public ReadOnly Property State As RecognizerState  
**C#** public RecognizerState State { get; }  
**Managed C++** public: \_\_property RecognizerState get\_State();  
**JScript** public function get State() : RecognizerState

## Property Value

**System.Speech.Recognition.RecognizerState.**

This property is read-only.

## Remarks

State cannot be set directly. Use the Recognize(), RecognizeAsync(), StopRecognize(), Pause(), or Resume() methods instead.

---

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## AudioContentChanged Event

---

Note: This documentation is preliminary and is subject to change.

Occurs when the type of signal in the audio input changed.

## Definition

**Visual Basic** Public  
Event AudioContentChanged As AudioContentChangedEventHandler

**C#** public event *AudioContentChangedEventHandler* **AudioContentChanged**;  
**Managed C++** public: \_\_event **AudioContentChanged**;  
**JScript** In JScript, you can use events, but you cannot define your own.

**Remarks**

Applications may handle this event to provide user feedback that speech recognition is occurring. This event encompasses the SALT SpeechDetected event and multiple audio state related events from SAPI (StreamStart, SoundStart, PhraseStart, SoundEnd, StreamEnd).

---

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## Bookmark Event

---

Note: This documentation is preliminary and is subject to change.

Occurs when a bookmark is reached.

**Definition**

**Visual Basic** Public Event **Bookmark** As *BookmarkEventHandler*  
**C#** public event *BookmarkEventHandler* **Bookmark**;  
**Managed C++** public: \_\_event **Bookmark**;  
**JScript** In JScript, you can use events, but you cannot define your own.

---

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## Hypothesis Event

---

Note: This documentation is preliminary and is subject to change.

Occurs when a spoken phrase is partially recognized.

**Definition**

**Visual Basic** Public Event **Hypothesis** As *RecognitionEventHandler*  
**C#** public event *RecognitionEventHandler* **Hypothesis**;  
**Managed C++** public: \_\_event **Hypothesis**;  
**JScript** In JScript, you can use events, but you cannot define your own.

## Remarks

The application may use this event to display intermediate recognition results to the user.

---

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## InterferenceDetected Event

---

Note: This documentation is preliminary and is subject to change.

Occurs when the speech recognition engine encounters interference in the input audio stream preventing an optimal speech recognition experience.

## Definition

**Visual Basic** Public Event **InterferenceDetected** As *InterferenceEventHandler*  
**C#** public event *InterferenceEventHandler* **InterferenceDetected**;  
**Managed C++** public: \_\_event **InterferenceDetected**;  
**JScript** In JScript, you can use events, but you cannot define your own.

## Remarks

The application may handle this event to provide feedback to the user to correct the interference. Use the *InterferenceEventArgs* parameter to access the interference type .

---

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## NoRecognition Event

---

Note: This documentation is preliminary and is subject to change.

Occurs when a spoken phrase is not recognized.

## Definition

**Visual Basic** Public Event **NoRecognition** As *RecognitionEventHandler*  
**C#** public event *RecognitionEventHandler* **NoRecognition**;  
**Managed C++** public: \_\_event **NoRecognition**;  
**JScript** In JScript, you can use events, but you cannot define your own.

## Remarks

Use this event to indicate to the user that the spoken phrase was unrecognized. The Result object in the event args will be null.

---

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## Recognition Event

---

Note: This documentation is preliminary and is subject to change.

Occurs when a spoken phrase is successfully recognized.

### Definition

**Visual Basic** Public Event **Recognition** As *RecognitionEventHandler*  
**C#** public event *RecognitionEventHandler* **Recognition**;  
**Managed C++** public: \_\_event **Recognition**;  
**JScript** In JScript, you can use events, but you cannot define your own.

### Remarks

Use the RecognitionEventArgs parameter to return the audio position and recognition result.

---

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## RecognizeProgressChanged Event

---

Note: This documentation is preliminary and is subject to change.

Occurs when the input audio volume level changes.

### Definition

**Visual Basic** Public  
**Basic** Event **RecognizeProgressChanged** As *RecognizeProgressChangedEventHandler*  
**C#** public event  
*RecognizeProgressChangedEventHandler* **RecognizeProgressChanged**;  
**Managed C++** public: \_\_event **RecognizeProgressChanged**;  
**JScript** In JScript, you can use events, but you cannot define your own.

### Remarks

This event can be used to dynamically update a VU (volume unit) meter for user feedback without implementing logic to update the VU meter every fixed interval. Use the `Recognizer.AudioLevel` property to get current audio volume level.

Consider limiting the event so it is raised no more than 10 times per second. Furthermore, no additional `RecognizeProgressChanged` event is raised until the detect `Recognizer.get_AudioLevel` event is been processed.

---

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## RecognizerStateChanged Event

---

Note: This documentation is preliminary and is subject to change.

Occurs when recognition starts, or stops; or when recognition is canceled, paused, or resumed.

### Definition

<b>Visual Basic</b>	Public Event <b>RecognizerStateChanged</b> As <i>RecognizerStateChangedEventHandler</i>
<b>C#</b>	public event <i>RecognizerStateChangedEventHandler</i> <b>RecognizerStateChanged</b> ;
<b>Managed C++</b>	public: __event <b>RecognizerStateChanged</b> ;
<b>JScript</b>	In JScript, you can use events, but you cannot define your own.

---

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## RejectedRecognition Event

---

Note: This documentation is preliminary and is subject to change.

Occurs when a spoken phrase is recognized with low confidence.

### Definition

<b>Visual Basic</b>	Public Event <b>RejectedRecognition</b> As <i>RecognitionEventHandler</i>
<b>C#</b>	public event <i>RecognitionEventHandler</i> <b>RejectedRecognition</b> ;
<b>Managed C++</b>	public: __event <b>RejectedRecognition</b> ;
<b>JScript</b>	In JScript, you can use events, but you cannot define your own.

### Remarks



The application should confirm the recognition result with the user before processing this event as a successful recognition. Use the `RecognitionEventArgs` parameter to return the audio position and recognition result.

---

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## Update Event

---

Note: This documentation is preliminary and is subject to change.

Occurs when the `RequestUpdate` and related methods are used to request that the recognition engine pause to allow changes to grammars or other changes to be made.

### Definition

**Visual Basic** Public Event **Update** As *UpdateEventHandler*

**C#** public event *UpdateEventHandler* **Update**;

**Managed C++** public: \_\_event **Update**;

**JScript** In JScript, you can use events, but you cannot define your own.

### Remarks

The `Update` event is raised to allow the application to make the necessary changes. After the application returns from the event the recognition engine resumes processing. While the event is being raised recognition will not occur, but input audio will continue to be collected and stored by the recognizer in an audio buffer. After the application returns from the event the buffered audio data will be processed ensuring that no real-time audio data is lost and that the user experience is not interrupted.

---

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## AdaptationRelevance Enumeration

---

Note: This documentation is preliminary and is subject to change.

Specifies an estimate of the language model data relevance.

### Definition

**Visual Basic** Public Enum **AdaptationRelevance**

**C#** public enum **AdaptationRelevance**

**Managed C++** \_\_value public enum **AdaptationRelevance**

**JScript** public enum **AdaptationRelevance**

## Constants

Constant Name	Description
Unknown	The application has no information on relevance. Probably the same as Low relevance, but specified separately.
Low	Language model data relevance is low. Text data might be arbitrary documents, and not be representative of the user or topic.
Medium	Language model data relevance is medium. Text data has additional relevance, documents are previously written by user.
High	Language model data relevance is high. Data is directly selected by the user or application for this topic.

## Enumeration Information

<b>Namespace</b>	System.Speech.Recognition
<b>Assembly</b>	System.Speech (system.speech.dll)
<b>Strong Name</b>	System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

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## AdaptationSettings Enumeration

---

Note: This documentation is preliminary and is subject to change.

Specifies the options to use with the AdaptLanguageModel method to control the language model adaptation process.

## Definition

<b>Visual Basic</b>	Public Enum <b>AdaptationSettings</b>
<b>C#</b>	public enum <b>AdaptationSettings</b>
<b>Managed C++</b>	__value public enum <b>AdaptationSettings</b>
<b>JScript</b>	public enum <b>AdaptationSettings</b>

## Constants

Constant Name	Description
Default	Default engine settings.
AdaptCurrentRecognizer	Perform adaptation for this recognizer object only, and do not store the result of the adaptation after the recognizer is closed.
	Persistently store the result of the adaptation in the RecoProfile.

<b>AdaptRecognizerProfile</b>	This flag can be combined with the <b>AdaptCurrentRecognizer</b> flag.
<b>Immediate</b>	Immediately store the result of the adaptation. Sometimes engines will wait until a certain amount of data is obtained before adapting. This makes the adaptation occur immediately.

#### Enumeration Information

<b>Namespace</b>	System.Speech.Recognition
<b>Assembly</b>	System.Speech (system.speech.dll)
<b>Strong Name</b>	System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

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## AudioContent Enumeration

---

Note: This documentation is preliminary and is subject to change.

Specifies the current audio state.

#### Definition

<b>Visual Basic</b>	Public Enum <b>AudioContent</b>
<b>C#</b>	public enum <b>AudioContent</b>
<b>Managed C++</b>	__value public enum <b>AudioContent</b>
<b>JScript</b>	public enum <b>AudioContent</b>

#### Constants

Constant Name	Description
<b>Stopped</b>	The audio input is stopped.
<b>Silence</b>	The audio input contains silence.
<b>Sound</b>	The audio input contains a non-silence signal, but is not identifiable as speech.
<b>Speech</b>	The audio input contains a speech signal.

#### Enumeration Information

<b>Namespace</b>	System.Speech.Recognition
<b>Assembly</b>	System.Speech (system.speech.dll)
<b>Strong</b>	System.Speech, Version=6.0.4044.0, Culture=neutral,

**Name** PublicKeyToken=365143bb27e7ac8b

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## Confidence Enumeration

---

Note: This documentation is preliminary and is subject to change.

Specifies the various high level confidence values possible for speech recognition.

### Definition

**Visual Basic** Public Enum **Confidence**  
**C#** public enum **Confidence**  
**Managed C++** \_\_value public enum **Confidence**  
**JScript** public enum **Confidence**

### Constants

Constant Name	Description
High	Indicates that the speech recognizer has high confidence that the audio was processed correctly. When an application discovers that something has a high level of confidence, it's very likely that the user did in fact say what was recognized.
Normal	Indicates that the speech recognizer has a normal level of confidence that the audio was processed correctly.
Low	Indicates that the speech recognizer has a low level of confidence that the audio was processed correctly. This means that it is likely that that the recognition result is not what the user actually said.

### Enumeration Information

**Namespace** System.Speech.Recognition  
**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

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## InterferenceType Enumeration

---

Note: This documentation is preliminary and is subject to change.

Specifies the types of interference in the audio input preventing an optimal speech recognition experience.

#### Definition

<b>Visual Basic</b>	Public Enum <b>InterferenceType</b>
<b>C#</b>	public enum <b>InterferenceType</b>
<b>Managed C++</b>	__value public enum <b>InterferenceType</b>
<b>JScript</b>	public enum <b>InterferenceType</b>

#### Constants

Constant Name	Description
TooNoisy	The audio input is too noisy for accurate recognition of the input phrase.
NoSignal	The audio input does not contain any audio signal (flat line).
TooLoud	The audio input is too loud for optimal recognition, resulting in clipping of the signal.
TooSoft	The audio input is too soft, resulting in sub-optimal recognition of the input phrase.
TooFast	The audio input is too fast for optimal recognition.
TooSlow	The audio input is too slow for optimal recognition.

#### Enumeration Information

<b>Namespace</b>	System.Speech.Recognition
<b>Assembly</b>	System.Speech (system.speech.dll)
<b>Strong Name</b>	System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

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## LeadingSpace Enumeration

---

Note: This documentation is preliminary and is subject to change.

Specifies how to handle leading space when incorporating RecognitionResult text into surrounding text.

#### Definition

<b>Visual Basic</b>	Public Enum <b>LeadingSpace</b>
---------------------	---------------------------------

**C#**      public enum **LeadingSpace**  
**Managed C++** \_\_value public enum **LeadingSpace**  
**JScript**    public enum **LeadingSpace**

#### Constants

Constant Name	Description
ConsumeLeadingSpaces	Indicates that the application will consume spaces before the RecognitionResult that is being incorporated into surrounding text.
NoLeadingSpaces	Indicates that the application will not insert additional space before the RecognitionResult that is being incorporated into surrounding text.
OneLeadingSpace	Indicates that the application will inject a single additional space before the RecognitionResult.
TwoLeadingSpaces	Indicates that the application will inject two additional spaces before the RecognitionResult.

#### Enumeration Information

**Namespace** System.Speech.Recognition  
**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

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## RecognizeMode Enumeration

---

Note: This documentation is preliminary and is subject to change.

Specifies the recognition mode.

#### Definition

**Visual Basic** Public Enum **RecognizeMode**  
**C#**      public enum **RecognizeMode**  
**Managed C++** \_\_value public enum **RecognizeMode**  
**JScript**    public enum **RecognizeMode**

#### Constants

Constant Name	Description
---------------	-------------

Automatic	The recognition mode is automatic.
Multiple	The recognition mode is multiple.

Enumeration Information

<b>Namespace</b>	System.Speech.Recognition
<b>Assembly</b>	System.Speech (system.speech.dll)
<b>Strong Name</b>	System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

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# RecognizerState Enumeration

---

Note: This documentation is preliminary and is subject to change.

Specifies the current state of the recognizer.

Definition

<b>Visual Basic</b>	Public Enum <b>RecognizerState</b>
<b>C#</b>	public enum <b>RecognizerState</b>
<b>Managed C++</b>	__value public enum <b>RecognizerState</b>
<b>JScript</b>	public enum <b>RecognizerState</b>

Constants

Constant Name	Description
Stopped	The recognizer is currently stopped, and is not listening.
Paused	The recognizer is currently paused, with input audio continuing to be queued.
Listening	The recognizer is currently listening.
Sleeping	The recognizer is currently asleep. It will wake up if the user says "Wake up"

Enumeration Information

<b>Namespace</b>	System.Speech.Recognition
<b>Assembly</b>	System.Speech (system.speech.dll)
<b>Strong Name</b>	System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

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## ResultType Enumeration

Note: This documentation is preliminary and is subject to change.

Specifies the types of recognition result that can be sent.

### Definition

<b>Visual Basic</b>	Public Enum <b>ResultType</b>
<b>C#</b>	public enum <b>ResultType</b>
<b>Managed C++</b>	__value public enum <b>ResultType</b>
<b>JScript</b>	public enum <b>ResultType</b>

### Constants

Constant Name	Description
Hypothesis	A recognition result which is a hypothesis, or a provisional match of part of the input speech.
Recognition	A recognition result that the engine recommends can be acted on.
RejectedRecognition	A recognition result that has low confidence and thus the engine does not recommend acting on without confirmation from the user.
NoRecognition	The recognizer finished processing the speech but was unable to recognize anything.
RecognitionForOtherRecognizer	The engine recognized speech for a different application, and the full result was sent there.
RecognitionTimeout	Recognition terminated due to initial silence or babble timeout.

### Examples

The following code example displays the recognition result and updates the semantics and alternates.

```
private void Recognizer_Recognition(object sender, RecognitionEventArgs e)
{
    Private Sub ProcessRecognition(ByVal e As RecognitionEventArgs)
    ' D
```

### Enumeration Information

**Namespace** System.Speech.Recognition



**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

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## TrailingSpace Enumeration

---

Note: This documentation is preliminary and is subject to change.

Specifies how to handle trailing space when incorporating the RecognitionResult's text into surrounding text.

### Definition

**Visual Basic** Public Enum **TrailingSpace**  
**C#** public enum **TrailingSpace**  
**Managed C++** \_\_value public enum **TrailingSpace**  
**JScript** public enum **TrailingSpace**

### Constants

Constant Name	Description
ConsumeTrailingSpaces	Indicates that the application will consume spaces after the RecognitionResult that is being incorporated into surrounding text.
NoTrailingSpaces	Indicates that the application will not inject any additional spaces after the RecognitionResult that is being incorporated into surrounding text.
OneTrailingSpace	Indicates that the application will inject a single additional space after the RecognitionResult that is being incorporated into surrounding text.
TwoTrailingSpaces	Indicates that the application will inject two additional spaces after the RecognitionResult that is being incorporated into surrounding text.

### Enumeration Information

**Namespace** System.Speech.Recognition  
**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

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## DictationTopic Structure

Note: This documentation is preliminary and is subject to change.

Represents a dictation topic.

Definition

**Visual Basic** Public Structure DictationTopic

**C#** public struct DictationTopic

**Managed C++** public \_\_value struct DictationTopic

**JScript** In JScript, you can use structures, but you cannot define your own.

Members Table

Remarks

Standard topics (general, spelling) are predefined, others can be created.

Structure Information

**Namespace** System.Speech.Recognition

**Assembly** System.Speech (system.speech.dll)

**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral,  
PublicKeyToken=365143bb27e7ac8b

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## DictationTopic Method

Note: This documentation is preliminary and is subject to change.

Create a new dictation topic from a topic name.

Definition

**Visual Basic** Public Sub DictationTopic(\_  
ByVal *topicName* As String \_  
)

**C#** public DictationTopic(  
string *topicName*

```

        );
        public: DictationTopic(
Managed C++   String* topicName
        );
        public function DictationTopic(
JScript       topicName : String
        );

```

#### Parameters

*topicName* **System.String**.

---

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## Equals Method

---

Note: This documentation is preliminary and is subject to change.

Gets a value indicating whether the tag formats represent the same string.

#### Overload List

```

public override Boolean Equals (Object)
public override Boolean Equals (DictationTopic)

```

---

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## GetHashCode Method

---

Note: This documentation is preliminary and is subject to change.

Gets the hash code of the tag format string.

#### Definition

```

Visual Basic Overrides Public Function GetHashCode() As Integer
C#      public override int GetHashCode();
Managed C++ public: int GetHashCode();
JScript    public override function GetHashCode() : int;

```

#### Return Value

**System.Int32.**

---

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## ToString Method

---

Note: This documentation is preliminary and is subject to change.

Gets a string representation of the topic name.

Definition

**Visual Basic** Overrides Public Function ToString() As String  
**C#** public override string ToString();  
**Managed C++** public: String\* ToString();  
**JScript** public override function ToString() : String;

Return Value

**System.String.**

String representation

---

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## General Property

---

Note: This documentation is preliminary and is subject to change.

Gets a general dictation topic.

Definition

**Visual Basic** Public Shared ReadOnly Property General As DictationTopic  
**C#** public static DictationTopic General { get; }  
**Managed C++** public: \_\_property static DictationTopic get \_General();  
**JScript** public static function get General() : DictationTopic

Property Value

**System.Speech.Recognition.DictationTopic.**

This property is read-only.

---

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## Spelling Property

---

Note: This documentation is preliminary and is subject to change.

Gets a spelling topic.

Definition

**Visual Basic** Public Shared ReadOnly Property Spelling As DictationTopic  
**C#** public static DictationTopic Spelling { get; }  
**Managed C++** public: \_\_property static DictationTopic get\_Spelling();  
**JScript** public static function get Spelling() : DictationTopic

Property Value

**System.Speech.Recognition.DictationTopic.**

This property is read-only.

---

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## ActiveCategoryChangedEventHandler Delegate

---

Note: This documentation is preliminary and is subject to change.

Represents the method that will handle the ActiveCategoryChangedEventHandler event.

Definition

**Visual Basic** Public Delegate Sub ActiveCategoryChangedEventHandler( \_  
ByVal sender As Object, \_  
ByVal e As ActiveCategoryChangedEventArgs \_  
)  
**C#** public delegate void ActiveCategoryChangedEventHandler(  
object sender,  
ActiveCategoryChangedEventArgs e  
);  
public: \_\_gc \_\_delegate void ActiveCategoryChangedEventHandler(  
Object\* sender,

**Managed C++**     ActiveCategoryChangedEventArgs\* *e*  
);

**JScript**     In JScript, you can use delegates, but you cannot define your own.

#### Parameters

*sender* **System.Object**.

*e*     **System.Speech.Recognition.ActiveCategoryChangedEventArgs**.

#### Delegate Information

**Namespace** System.Speech.Recognition

**Assembly** System.Speech (system.speech.dll)

**Strong** System.Speech, Version=6.0.4044.0, Culture=neutral,

**Name** PublicKeyToken=365143bb27e7ac8b

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## AudioContentChangedEventHandler Delegate

---

Note: This documentation is preliminary and is subject to change.

Represents the method that will handle the AudioContentChanged event.

#### Definition

<b>Visual Basic</b>	Public Delegate Sub <b>AudioContentChangedEventHandler</b> ( _ ByVal <i>sender</i> As <b>Object</b> , _ ByVal <i>e</i> As <u><b>AudioContentChangedEventArgs</b></u> _ )
<b>C#</b>	public delegate <b>void</b> <b>AudioContentChangedEventHandler</b> ( <b>object</b> <i>sender</i> , <u><b>AudioContentChangedEventArgs</b></u> <i>e</i> );
<b>Managed C++</b>	public: __gc __delegate <b>void</b> <b>AudioContentChangedEventHandler</b> ( <b>Object</b> * <i>sender</i> , <u><b>AudioContentChangedEventArgs</b></u> * <i>e</i> );
<b>JScript</b>	In JScript, you can use delegates, but you cannot define your own.

#### Parameters

*sender* **System.Object**.

*e*     **System.Speech.Recognition.AudioContentChangedEventArgs**.

## Delegate Information

**Namespace** System.Speech.Recognition  
**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

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## BookmarkEventHandler Delegate

---

Note: This documentation is preliminary and is subject to change.

Represents the method that will handle the Bookmark event.

## Definition

	Public Delegate Sub <b>BookmarkEventHandler</b> ( _
	ByVal <i>sender</i> As <b>Object</b> , _
<b>Visual Basic</b>	ByVal <i>e</i> As <b>BookmarkEventArgs</b> _
	)
	public delegate <b>void</b> <b>BookmarkEventHandler</b> (
	<b>object</b> <i>sender</i> ,
<b>C#</b>	<b>BookmarkEventArgs</b> <i>e</i>
	);
	public: __gc __delegate <b>void</b> <b>BookmarkEventHandler</b> (
<b>Managed C++</b>	<b>Object*</b> <i>sender</i> ,
	<b>BookmarkEventArgs*</b> <i>e</i>
	);
<b>JScript</b>	In JScript, you can use delegates, but you cannot define your own.

## Parameters

*sender* **System.Object**.  
*e* **System.Speech.Recognition.BookmarkEventArgs**.

## Delegate Information

**Namespace** System.Speech.Recognition  
**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

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## CommandRecognitionEventHandler Delegate

Note: This documentation is preliminary and is subject to change.

Represents the method that will handle the CommandRecognition event in Command and CommandSet.

### Definition

<b>Visual Basic</b>	Public Delegate Sub <b>CommandRecognitionEventHandler</b> ( ByVal <i>sender</i> As <b>Object</b> , ByVal <i>e</i> As <b>CommandRecognitionEventArgs</b> )
<b>C#</b>	public delegate <b>void</b> <b>CommandRecognitionEventHandler</b> ( <b>object</b> <i>sender</i> , <b>CommandRecognitionEventArgs</b> <i>e</i> );
<b>Managed C++</b>	public: __gc __delegate <b>void</b> <b>CommandRecognitionEventHandler</b> ( <b>Object*</b> <i>sender</i> , <b>CommandRecognitionEventArgs*</b> <i>e</i> );
<b>JScript</b>	In JScript, you can use delegates, but you cannot define your own.

### Parameters

*sender* **System.Object**.

*e* **System.Speech.Recognition.CommandRecognitionEventArgs**.

### Delegate Information

**Namespace** System.Speech.Recognition

**Assembly** System.Speech (system.speech.dll)

**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral,  
PublicKeyToken=365143bb27e7ac8b

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## InterferenceEventHandler Delegate

Note: This documentation is preliminary and is subject to change.

Represents the method that will handle the InterferenceDetected event.



## Definition

	Public Delegate Sub <b>InterferenceEventHandler</b> ( _
<b>Visual Basic</b>	ByVal <i>sender</i> As <b>Object</b> , _
	ByVal <i>e</i> As <b>InterferenceEventArgs</b> _
	)
	public delegate <b>void</b> <b>InterferenceEventHandler</b> (
<b>C#</b>	<b>object</b> <i>sender</i> ,
	<b>InterferenceEventArgs</b> <i>e</i>
	);
	public: __gc __delegate <b>void</b> <b>InterferenceEventHandler</b> (
<b>Managed C++</b>	<b>Object*</b> <i>sender</i> ,
	<b>InterferenceEventArgs*</b> <i>e</i>
	);
<b>JScript</b>	In JScript, you can use delegates, but you cannot define your own.

## Parameters

*sender* **System.Object**.

*e* **System.Speech.Recognition.InterferenceEventArgs**.

## Delegate Information

**Namespace** System.Speech.Recognition

**Assembly** System.Speech (system.speech.dll)

**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## RecognitionEventHandler Delegate

---

Note: This documentation is preliminary and is subject to change.

Represents the method that will handle the following events: Recognition, RejectedRecognition, and Hypothesis.

## Definition

	Public Delegate Sub <b>RecognitionEventHandler</b> ( _
<b>Visual Basic</b>	ByVal <i>sender</i> As <b>Object</b> , _
	ByVal <i>e</i> As <b>RecognitionEventArgs</b> _
	)
	public delegate <b>void</b> <b>RecognitionEventHandler</b> (
	<b>object</b> <i>sender</i> ,

```

C#      RecognitionEventArgs e
          );
          public: __gc __delegate void RecognitionEventHandler(
Managed C++ Object* sender,
               RecognitionEventArgs* e
          );
JScript  In JScript, you can use delegates, but you cannot define your own.

```

#### Parameters

*sender* **System.Object.**  
*e* **System.Speech.Recognition.RecognitionEventArgs.**

#### Delegate Information

**Namespace** System.Speech.Recognition  
**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## RecognizeCompletedEventHandler Delegate

---

Note: This documentation is preliminary and is subject to change.

Represents the method that will handle the RecognizeCompleted event.

#### Definition

```

Visual Basic      Public Delegate Sub RecognizeCompletedEventHandler( _
                    ByVal sender As Object, _
                    ByVal e As RecognizeCompletedEventArgs _
                    )
C#                public delegate void RecognizeCompletedEventHandler(
                    object sender,
                    RecognizeCompletedEventArgs e
                    );
Managed C++      public: __gc __delegate void RecognizeCompletedEventHandler(
                    Object* sender,
                    RecognizeCompletedEventArgs* e
                    );
JScript          In JScript, you can use delegates, but you cannot define your own.

```

## Parameters

*sender* **System.Object.**  
*e* **System.Speech.Recognition.RecognizeCompletedEventArgs.**

## Delegate Information

**Namespace** System.Speech.Recognition  
**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## RecognizeProgressChangedEventHandler Delegate

---

Note: This documentation is preliminary and is subject to change.

Represents the method that will handle the RecognizeProgressChanged event.

## Definition

<b>Visual Basic</b>	Public Delegate Sub <b>RecognizeProgressChangedEventHandler</b> ( ByVal <i>sender</i> As <b>Object</b> , ByVal <i>e</i> As <b>RecognizeProgressChangedEventArgs</b> )
<b>C#</b>	public delegate <b>void</b> <b>RecognizeProgressChangedEventHandler</b> ( <b>object</b> <i>sender</i> , <b>RecognizeProgressChangedEventArgs</b> <i>e</i> );
<b>Managed C++</b>	public: __gc __delegate <b>void</b> <b>RecognizeProgressChangedEventHandler</b> ( <b>Object*</b> <i>sender</i> , <b>RecognizeProgressChangedEventArgs*</b> <i>e</i> );
<b>JScript</b>	In JScript, you can use delegates, but you cannot define your own.

## Parameters

*sender* **System.Object.**  
*e* **System.Speech.Recognition.RecognizeProgressChangedEventArgs.**

## Delegate Information

**Namespace** System.Speech.Recognition  
**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## RecognizerStateChangedEventHandler Delegate

---

Note: This documentation is preliminary and is subject to change.

Represents the method that will handle the RecognizerStateChanged event.

Definition

<b>Visual Basic</b>	<pre>Public Delegate Sub RecognizerStateChangedEventHandler( _     ByVal sender As Object, _     ByVal e As RecognizerStateChangedEventArgs _ )</pre>
<b>C#</b>	<pre>public delegate void RecognizerStateChangedEventHandler(     object sender,     RecognizerStateChangedEventArgs e );</pre>
<b>Managed C++</b>	<pre>public: __gc __delegate void RecognizerStateChangedEventHandler(     Object* sender,     RecognizerStateChangedEventArgs* e );</pre>
<b>JScript</b>	In JScript, you can use delegates, but you cannot define your own.

Parameters

*sender* **System.Object**.  
*e* **System.Speech.Recognition.RecognizerStateChangedEventArgs**.

Delegate Information

**Namespace** System.Speech.Recognition  
**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## SpeechEventHandler Delegate

---

Note: This documentation is preliminary and is subject to change.

Represents the method that will handle the following events: NoRecognition, AudioLevelChanged, RecognitionStarted, RecognitionStopped, RecognitionCanceled, RecognitionPaused, and RecognitionResumed.

### Definition

<b>Visual Basic</b>	Public Delegate Sub <b>SpeechEventHandler</b> ( _ ByVal <i>sender</i> As <b>Object</b> , _ ByVal <i>e</i> As <b>SpeechEventArgs</b> _ )
<b>C#</b>	public delegate <b>void</b> <b>SpeechEventHandler</b> ( <b>object</b> <i>sender</i> , <b>SpeechEventArgs</b> <i>e</i> );
<b>Managed C++</b>	public: __gc __delegate <b>void</b> <b>SpeechEventHandler</b> ( <b>Object*</b> <i>sender</i> , <b>SpeechEventArgs*</b> <i>e</i> );
<b>JScript</b>	In JScript, you can use delegates, but you cannot define your own.

### Parameters

*sender* **System.Object**.  
*e* **System.Speech.Recognition.SpeechEventArgs**.

### Delegate Information

**Namespace** System.Speech.Recognition  
**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

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## UpdateEventHandler Delegate

---

Note: This documentation is preliminary and is subject to change.

Represents the methods that handle the Updated event and related events.

## Definition

	Public Delegate Sub <b>UpdateEventHandler</b> ( _
<b>Visual Basic</b>	ByVal <i>sender</i> As <b>Object</b> , _
	ByVal <i>e</i> As <b>UpdateEventArgs</b> _
	)
	public delegate <b>void</b> <b>UpdateEventHandler</b> (
<b>C#</b>	<b>object</b> <i>sender</i> ,
	<b>UpdateEventArgs</b> <i>e</i>
	);
	public: __gc __delegate <b>void</b> <b>UpdateEventHandler</b> (
<b>Managed C++</b>	<b>Object*</b> <i>sender</i> ,
	<b>UpdateEventArgs*</b> <i>e</i>
	);
<b>JScript</b>	In JScript, you can use delegates, but you cannot define your own.

## Parameters

*sender* **System.Object**.

*e* **System.Speech.Recognition.UpdateEventArgs**.

## Delegate Information

**Namespace** System.Speech.Recognition

**Assembly** System.Speech (system.speech.dll)

**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

## Remarks

The RequestUpdate and related methods are used to request that the recognition engine pause to allow changes to grammars or other changes to be made. When the engine responds to the request, the Update event is called to allow the application to make the necessary changes. After the application returns from the event the recognition engine resumes processing. While the event is being called, recognition will not be occurring, but input audio will continue to be collected and stored by the Recognizer in an audio buffer. After the application returns from the event the buffered audio data will be processed ensuring that no real-time audio data is lost and that the user experience is not interrupted.

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## System.Speech.Srgs

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Note: This documentation is preliminary and is subject to change.

The following tables list the members exposed by the System.Speech.Srgs namespace.

## Classes

<u>Example</u>	Represents the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) example element. See <a href="http://www.w3.org/TR/speech-grammar/">http://www.w3.org/TR/speech-grammar/</a> for more information.
<u>Item</u>	Represents the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) item element. See <a href="http://www.w3.org/TR/speech-grammar/">http://www.w3.org/TR/speech-grammar/</a> for more information.
<u>ItemElementCollection</u>	Represents the collection of objects that can be children of an Item class instance.
<u>OneOf</u>	Represents the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) one-of element. See <a href="http://www.w3.org/TR/speech-grammar/">http://www.w3.org/TR/speech-grammar/</a> for more information.
<u>OneOfElementCollection</u>	Represents a collection of objects that can be child elements of an OneOf class instance.
<u>PropertyTag</u>	Represents the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) tag element with SAPI Properties. See <a href="http://www.w3.org/TR/speech-grammar/">http://www.w3.org/TR/speech-grammar/</a> for more information.
<u>Rule</u>	Represents the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) rule element. See <a href="http://www.w3c.org/TR/speech-grammar/">http://www.w3c.org/TR/speech-grammar/</a> for more information.
<u>RuleCollection</u>	Represents a collection of objects that can be child elements of a Rule class instance.
<u>RuleElementCollection</u>	Represents a collection of objects that are valid within a Rule class instance.
<u>RuleRef</u>	Example represents the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) ruleref element. See <a href="http://www.w3.org/TR/speech-grammar/">http://www.w3.org/TR/speech-grammar/</a> for more information.
<u>SpecialRuleRef</u>	SpecialRuleRef class instance allow grammars based on context-free grammars (CFG) to have powerful additional features, such as transitions into dictation (both recognized or not recognized) and word sequences from SAPI 5.0.
<u>SrgsGrammar</u>	Represents the logical housing for individual rules and dictation grammars.
<u>SrgsText</u>	Represents text content in Speech Recognition Grammar Specification (SRGS) markup.
<u>Tag</u>	Represents the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) tag element. See <a href="http://www.w3.org/TR/speech-grammar/">http://www.w3.org/TR/speech-grammar/</a> for more information.
<u>Token</u>	Token represents the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) token element. See <a href="http://www.w3.org/TR/speech-grammar/">http://www.w3.org/TR/speech-grammar/</a> for more

information.

## Interfaces

ItemElement The ItemElement interface is an empty interface implemented by all Speech Recognition Grammar Specification (SRGS) elements that can be a child element of the item element. (Item, OneOf, RuleRef, SpecialRuleRef, Tag, Token, SrgsText)

IRuleElement The IRuleElement interface is an empty interface implemented by all Speech Recognition Grammar Specification (SRGS) elements that can be a child element of the Rule element. (Example, Item, OneOf, RuleRef, SpecialRuleRef, Tag, Token, SrgsText)

## Enumerations

GrammarMode Identifies the grammar mode as either Voice or dual tone, multi-frequency (DTMF).

RuleScope RuleScope specifies how a rule behaves. The behavior includes whether or not it can be referenced by other rules and whether or not the rule can be activated.

SpecialRuleRefType Special rule references allow grammars based on context-free grammars (CFG) to have powerful additional features, such as transitions into dictation (both recognized or not recognized) and word sequences from SAPI 5.0.

## Structures

TagFormat TagFormat extensible enumeration.

---

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## Example Class

---

Note: This documentation is preliminary and is subject to change.

Represents the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) example element. See <http://www.w3.org/TR/speech-grammar/> for more information.

Definition

Public Class **Example**  
Visual Basic Inherits *Object*  
Implements *IRuleElement*



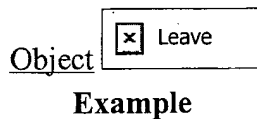
```

C#      public class Example : Object,
           IRuleElement
Managed C++ public __gc class Example : public Object,
           IRuleElement
JScript   public class Example extends Object
           implements IRuleElement

```

Members Table

Inheritance Hierarchy



Class Information

**Namespace** System.Speech.Srgs  
**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## Example Method

---

Note: This documentation is preliminary and is subject to change.

Initializes a new instance of the Example class.

Overload List

```

public Example()
public Example(String)

```

Remarks

The Example property must be set prior to committing the associated rule(s) to the Grammar object.

---

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## ToString Method

---

Note: This documentation is preliminary and is subject to change.

#### Definition

**Visual Basic** Overrides Public Function ToString() As String  
**C#** public override string ToString();  
**Managed C++** public: String\* ToString();  
**JScript** public override function ToString() : String;

#### Return Value

**System.String.**

---

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## Text Property

---

Note: This documentation is preliminary and is subject to change.

Gets and sets Example class text.

#### Definition

**Visual Basic** Public Property Text As String  
**C#** public string Text { get; set; }  
**Managed C++** public: \_\_property String\* get\_Text();  
public: \_\_property void set\_Text(String\*);  
**JScript** public function get Text() : String  
public function set Text(String);

#### Property Value

**System.String.**

This property is read/write.

---

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## Item Class

---

Note: This documentation is preliminary and is subject to change.

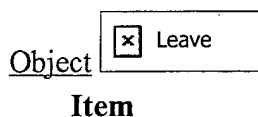
Represents the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) item element. See <http://www.w3.org/TR/speech-grammar/> for more information.

## Definition

**Public Class Item**  
**Visual Basic** Inherits *Object*  
 Implements *IItemElement*, *IRuleElement*  
**C#** public class **Item** : *Object*,  
*IItemElement*, *IRuleElement*  
**Managed C++** public \_\_gc class **Item** : public *Object*,  
*IItemElement*, *IRuleElement*  
**JScript** public class **Item** extends *Object*  
 implements *IRuleElement*, *IItemElement*

## Members Table

## Inheritance Hierarchy



## Class Information

**Namespace** System.Speech.Srgs  
**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral,  
 PublicKeyToken=365143bb27e7ac8b

---

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# Item Method

---

Note: This documentation is preliminary and is subject to change.

Initializes a new instance of the Item class.

## Overload List

public Item()  
public Item(String)  
public Item(String, Tag)  
public Item(String, PropertyTag)

```
public Item (String, Tag, Single)  
public Item (Int32, Int32)  
public Item (Int32, Int32, Single)  
public Item (ItemElement)
```

#### Remarks

The weight of an Item is the probability that the user will speak the phrase contained in the Item, as opposed to another phrase contained in a sibling Item.

The minRepeat parameter describes the number of occurrences the user must speak the phrase contained in this Item class instance for the recognition to be successful.

The maxRepeat parameter describes the number of occurrences the user can speak the phrase contained in this Item class instance and still have a successful recognition.

The minRepeat parameter describes the number of occurrences the user must speak the phrase contained in this Item class instance for the recognition to be successful.

The maxRepeat parameter describes the number of occurrences the user can speak the phrase contained in this Item class instance and still have a successful recognition.

The repeatProbability parameter describes the probability that the phrase contained in this Item class instance will be repeated one or more times.

---

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## SetRepeat Method

---

Note: This documentation is preliminary and is subject to change.

Sets the repeat count for the Item class instance.

#### Overload List

```
public Void SetRepeat (Int32)  
public Void SetRepeat (Int32, Int32)
```

---

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## Elements Property

---

Note: This documentation is preliminary and is subject to change.

Gets the zero-based collection of all the child elements of the Item class instance. Read only.

#### Definition

**Visual Basic** Public ReadOnly Property Elements As ItemElementCollection  
**C#** public ItemElementCollection Elements { get; }  
**Managed C++** public: \_\_property ItemElementCollection\* get\_Elements();  
**JScript** public function get Elements() : ItemElementCollection

#### Property Value

**System.Speech.Srgs.ItemElementCollection.**

This property is read-only.

---

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## MaxRepeat Property

---

Note: This documentation is preliminary and is subject to change.

Gets the maximum number of occurrences this Item class instance can be repeated for a successful recognition. Read-only.

#### Definition

**Visual Basic** Public ReadOnly Property MaxRepeat As Integer  
**C#** public int MaxRepeat { get; }  
**Managed C++** public: \_\_property int get\_MaxRepeat();  
**JScript** public function get MaxRepeat() : int

#### Property Value

**System.Int32.**

This property is read-only.

#### Remarks

This property represents a portion of the repeat attribute of the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) item element.

#### See Also

- MaxRepeat

---

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## MinRepeat Property

---

Note: This documentation is preliminary and is subject to change.

Gets the minimum number of occurrences this Item class instance must be repeated for a successful recognition. Read-only.

### Definition

**Visual Basic** Public ReadOnly Property **MinRepeat** As Integer  
**C#** public int **MinRepeat** { get; }  
**Managed C++** public: \_\_property int get \_MinRepeat();  
**JScript** public function get **MinRepeat**() : int

### Property Value

**System.Int32.**

This property is read-only.

### Remarks

This property represents a portion of the repeat attribute of the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) item element.

### See Also

- MaxRepeat

---

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## RepeatProbability Property

---

Note: This documentation is preliminary and is subject to change.

Gets and sets a value representing the probability that the phrase contained in an Item class instance will be repeated.

### Definition

**Visual Basic** Public Property **RepeatProbability** As Single

<b>C#</b>	public <u>float</u> <b>RepeatProbability</b> { get; set; }
<b>Managed C++</b>	public: __property <u>float</u> get <b>_RepeatProbability</b> (); public: __property void set <b>_RepeatProbability</b> ( <u>float</u> );
<b>JScript</b>	public function get <b>RepeatProbability</b> () : <u>float</u> public function set <b>RepeatProbability</b> ( <u>float</u> );

Property Value

**System.Single.**

This property is read/write.

---

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## Weight Property

---

Note: This documentation is preliminary and is subject to change.

Gets and sets the likelihood that the phrase contained in an Item class instance will be uttered when contained within a OneOf class instance.

Definition

<b>Visual Basic</b>	Public Property <b>Weight</b> As <u>Single</u>
<b>C#</b>	public <u>float</u> <b>Weight</b> { get; set; }
<b>Managed C++</b>	public: __property <u>float</u> get <b>_Weight</b> (); public: __property void set <b>_Weight</b> ( <u>float</u> );
<b>JScript</b>	public function get <b>Weight</b> () : <u>float</u> public function set <b>Weight</b> ( <u>float</u> );

Property Value

**System.Single.**

This property is read/write.

---

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## ItemElementCollection Class

---

Note: This documentation is preliminary and is subject to change.

Represents the collection of objects that can be children of an Item class instance.

## Definition

**Visual Basic** Public Class **ItemElementCollection**  
Inherits CollectionBase

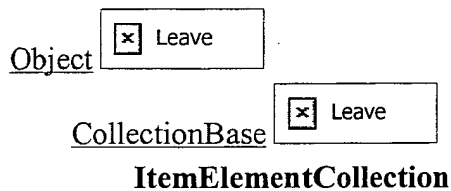
**C#** public class **ItemElementCollection** : CollectionBase

**Managed C++** public \_\_gc class **ItemElementCollection** : public CollectionBase

**JScript** public class **ItemElementCollection** extends CollectionBase

## Members Table

## Inheritance Hierarchy



## Class Information

**Namespace** System.Speech.Srgs

**Assembly** System.Speech (system.speech.dll)

**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## Add Method

---

Note: This documentation is preliminary and is subject to change.

Adds a new Item class instance to the RuleElementCollection.

### Overload List

public Int32 Add (Item)

public Int32 Add (OneOf)

public Int32 Add (RuleRef)

public Int32 Add (SpecialRuleRef)

public Int32 Add (Tag)

public Int32 Add (Token)

public Int32 Add (SrgsText)

public Int32 Add (String)



public Int32 Add (ItemElement)

---

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## AddItem Method

---

Note: This documentation is preliminary and is subject to change.

Adds a new Item class instance to the ItemElementCollection.

### Overload List

public Void AddItem (Item)  
public Item AddItem ()  
public Item AddItem (String)  
public Item AddItem (String, String)  
public Item AddItem (String, String, Object)

---

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## AddItems Method

---

Note: This documentation is preliminary and is subject to change.

Adds multiple Item class instances to the ItemElementCollection.

### Overload List

public Item AddItems (String, String)  
public Item AddItems (String, String, String)  
public Item AddItems (String[])

### Remarks

This is essentially a macro for calling AddItem twice.

This is essentially a macro for calling AddItem three times

This is essentially a macro for calling AddItem multiple times.

---

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## AddOneOf Method

---

Note: This documentation is preliminary and is subject to change.

Adds a OneOf class instance to the ItemElementCollection.

Overload List

```
public Void AddOneOf (OneOf)
public OneOf AddOneOf ()
public OneOf AddOneOf (String, String)
public OneOf AddOneOf (String, String, String)
public OneOf AddOneOf (String[])
public OneOf AddOneOf (Item[])
```

---

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## AddOptionalItem Method

---

Note: This documentation is preliminary and is subject to change.

Adds a new optional Item class instance to the ItemElementCollection.

Overload List

```
public Item AddOptionalItem ()
public Item AddOptionalItem (String)
```

---

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## AddRepeatingItem Method

---

Note: This documentation is preliminary and is subject to change.

Adds a new Item class instance to the ItemElementCollection. This instance contains the minimum and maximum number of repetitions required for successful recognition.

Definition

Public Function **AddRepeatingItem**( \_

	ByVal <i>minRepeat</i> As <b>Integer</b> , _
<b>Visual Basic</b>	ByVal <i>maxRepeat</i> As <b>Integer</b> _
	) As <b>Item</b>
	public <b>Item</b> <b>AddRepeatingItem</b> (
<b>C#</b>	<b>int</b> <i>minRepeat</i> ,
	<b>int</b> <i>maxRepeat</i>
	);
	public: <b>Item</b> * <b>AddRepeatingItem</b> (
<b>Managed C++</b>	<b>int</b> <i>minRepeat</i> ,
	<b>int</b> <i>maxRepeat</i>
	);
	public function <b>AddRepeatingItem</b> (
<b>JScrip</b>	<i>minRepeat</i> : <b>int</b> ,
	<i>maxRepeat</i> : <b>int</b>
	) : <b>Item</b> ;

#### Parameters

*minRepeat* **System.Int32**. Minimum number of occurrences of the new Item class instance.

*maxRepeat* **System.Int32**. Maximum number of occurrences of the new Item class instance.

#### Return Value

**System.Speech.Srgs.Item.**

Returns the newly added Item class instance.

---

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## AddRuleRef Method

---

Note: This documentation is preliminary and is subject to change.

Adds a new RuleRef class instance to the ItemElementCollection.

#### Overload List

```
public Void AddRuleRef (RuleRef)
public RuleRef AddRuleRef (String)
public RuleRef AddRuleRef (Rule)
```

#### Remarks

This method can also be used to refer to dictation grammars. The general dictation model is referenced by: `AddRuleRef("recognitiontopic:general");` and a specific topic. For example: `AddRuleRef("recognitiontopic:spelling");`

If the rule is part of the same grammar, the rule reference will be a local reference.

If the rule is part of another grammar, the rule reference will automatically be determined based on the grammar that the rule comes from.

For example, if the rule is part of a grammar that was loaded with a call to `Grammar.Load`, the URI specified in that call is used and the `Rule.Id` is used for the local part. For example the URI appears in the form: "{0}#{1}", where 0=URI from `Grammar.Load`, and 1=`Rule.Id`.

Another example is if the rule is part of a grammar that's been built dynamically, the rule is automatically added (at Commit time) to the Grammar that this rule reference is a part of, if it doesn't already appear there.

---

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## AddSpecialRuleRef Method

---

Note: This documentation is preliminary and is subject to change.

Adds a new `SpecialRuleRef` class instance to the `ItemElementCollection`.

Definition

<b>Visual Basic</b>	<code>Public Sub AddSpecialRuleRef( _     ByVal <i>specialRuleRef</i> As <u>SpecialRuleRef</u> _ )</code>
<b>C#</b>	<code>public void AddSpecialRuleRef(     <u>SpecialRuleRef</u> <i>specialRuleRef</i> );</code>
<b>Managed C++</b>	<code>public: void AddSpecialRuleRef(     <u>SpecialRuleRef</u>* <i>specialRuleRef</i> );</code>
<b>JScript</b>	<code>public function AddSpecialRuleRef(     <i>specialRuleRef</i>: <u>SpecialRuleRef</u> ): void;</code>

Parameters

*specialRuleRef* **System.Speech.Srgs.SpecialRuleRef**. The `SpecialRuleRef` class instance being added.

---

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## AddTag Method

---

Note: This documentation is preliminary and is subject to change.

Adds a Tag class instance to the ItemElementCollection.

Overload List

```
public Void AddTag (Tag)  
public Tag AddTag (String)
```

---

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## AddToken Method

---

Note: This documentation is preliminary and is subject to change.

Adds a new Token class instance to the ItemElementCollection.

Overload List

```
public Void AddToken (Token)  
public Token AddToken (String)  
public Token AddToken (String, String)
```

---

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## Contains Method

---

Note: This documentation is preliminary and is subject to change.

Determines whether the ItemElementCollection contains the specified ItemElement.

Definition

```
Public Function Contains( _  
Visual Basic ByVal element As ItemElement _  
) As Boolean
```

```

C#           public bool Contains(
              IItemElement element
              );
Managed C++ public: bool Contains(
              IItemElement* element
              );
JScript     public function Contains(
              element : IItemElement
              ) : boolean;

```

#### Parameters

*element* **System.Speech.Srgs.IItemElement**. The IItemElement to locate in the ItemElementCollection.

#### Return Value

**System.Boolean**.

Returns true if the ItemElementCollection contains the specified IItemElement; otherwise, false is returned.

---

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## IndexOf Method

---

Note: This documentation is preliminary and is subject to change.

Searches the ItemElement Collection for the specified IItemElement.

#### Definition

```

Visual Basic  Public Function IndexOf( _
              ByVal element As IItemElement _
              ) As Integer
C#           public int IndexOf(
              IItemElement element
              );
Managed C++ public: int IndexOf(
              IItemElement* element
              );
JScript     public function IndexOf(
              element : IItemElement
              ) : int;

```

## Parameters

*element* **System.Speech.Srgs.IItemElement**. The IItemElement being located within the ItemElementCollection.

## Return Value

**System.Int32**.

Returns the zero-based index of the first occurrence of the IItemElement within the ItemElementCollection, if found; otherwise, -1 is returned.

---

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## Insert Method

---

Note: This documentation is preliminary and is subject to change.

Inserts a new IItemElement into the ItemElementCollection at the specified index location.

## Definition

<b>Visual Basic</b>	Public Sub <b>Insert</b> ( ByVal <i>index</i> As <b>Integer</b> , ByVal <i>element</i> As <b>IItemElement</b> _ )
<b>C#</b>	public <b>void</b> <b>Insert</b> ( <b>int</b> <i>index</i> , <b>IItemElement</b> <i>element</i> );
<b>Managed C++</b>	public: <b>void</b> <b>Insert</b> ( <b>int</b> <i>index</i> , <b>IItemElement*</b> <i>element</i> );
<b>JScript</b>	public function <b>Insert</b> ( <i>index</i> : <b>int</b> , <i>element</i> : <b>IItemElement</b> ): <b>void</b> ;

## Parameters

*index* **System.Int32**. The zero-based index where the IItemElement is to be inserted.  
*element* **System.Speech.Srgs.IItemElement**. The IItemElement to insert.

---

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# ItemElementCollection Method

---

Note: This documentation is preliminary and is subject to change.

Initializes a new instance of the ItemElementCollection class and specifies the owning Item class instance.

Definition

	Public Sub <b>ItemElementCollection</b> ( _
<b>Visual Basic</b>	ByVal <i>owner</i> As <u><b>Item</b></u> _
	)
	public <b>ItemElementCollection</b> (
<b>C#</b>	<u><b>Item</b></u> <i>owner</i>
	);
	public: <b>ItemElementCollection</b> (
<b>Managed C++</b>	<u><b>Item</b></u> * <i>owner</i>
	);
	public function <b>ItemElementCollection</b> (
<b>JScript</b>	<i>owner</i> : <u><b>Item</b></u>
	);

Parameters

*owner* **System.Speech.Srgs.Item**. Item class instance.

---

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# OnClear Method

---

Note: This documentation is preliminary and is subject to change.

Definition

<b>Visual Basic</b>	Overrides Protected Sub <b>OnClear</b> ()
<b>C#</b>	protected override <u><b>void</b></u> <b>OnClear</b> ();
<b>Managed C++</b>	protected: <u><b>void</b></u> <b>OnClear</b> ();
<b>JScript</b>	protected override function <b>OnClear</b> () : <u><b>void</b></u> ;

---

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# OnInsert Method

---

Note: This documentation is preliminary and is subject to change.

## Definition

	Overrides Protected Sub <b>OnInsert</b> ( _
<b>Visual Basic</b>	ByVal <i>index</i> As <b>Integer</b> , _
	ByVal <i>value</i> As <b>Object</b> _
	)
	protected override <b>void OnInsert</b> (
<b>C#</b>	<b>int</b> <i>index</i> ,
	<b>object</b> <i>value</i>
	);
	protected: <b>void OnInsert</b> (
<b>Managed C++</b>	<b>int</b> <i>index</i> ,
	<b>Object*</b> <i>value</i>
	);
	protected override function <b>OnInsert</b> (
<b>JScript</b>	<i>index</i> : <b>int</b> ,
	<i>value</i> : <b>Object</b>
	) : <b>void</b> ;

## Parameters

*index* **System.Int32**.  
*value* **System.Object**.

---

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# OnRemove Method

---

Note: This documentation is preliminary and is subject to change.

## Definition

	Overrides Protected Sub <b>OnRemove</b> ( _
<b>Visual Basic</b>	ByVal <i>index</i> As <b>Integer</b> , _
	ByVal <i>value</i> As <b>Object</b> _
	)
	protected override <b>void OnRemove</b> (
<b>C#</b>	<b>int</b> <i>index</i> ,
	<b>object</b> <i>value</i>
	);

```

        protected: void OnRemove(
Managed C++      int index,
                  Object* value
        );
        protected override function OnRemove(
JScript          index : int,
                  value : Object
        ) : void;

```

#### Parameters

*index* **System.Int32**.  
*value* **System.Object**.

---

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## OnSet Method

---

Note: This documentation is preliminary and is subject to change.

#### Definition

```

Overrides Protected Sub OnSet( _
Visual Basic      ByVal index As Integer, _
                  ByVal oldValue As Object, _
                  ByVal newValue As Object _
        )
        protected override void OnSet(
C#               int index,
                  object oldValue,
                  object newValue
        );
        protected: void OnSet(
Managed C++      int index,
                  Object* oldValue,
                  Object* newValue
        );
        protected override function OnSet(
JScript          index : int,
                  oldValue : Object,
                  newValue : Object
        ) : void;

```

#### Parameters

*index*     **System.Int32.**  
*oldValue*   **System.Object.**  
*newValue*   **System.Object.**

---

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## OnValidate Method

---

Note: This documentation is preliminary and is subject to change.

### Definition

	Overrides Protected Sub <b>OnValidate</b> ( _
<b>Visual Basic</b>	ByVal <i>element</i> As <b>Object</b> _
	)
	protected override <b>void</b> <b>OnValidate</b> (
<b>C#</b>	<b>object</b> <i>element</i>
	);
	protected: <b>void</b> <b>OnValidate</b> (
<b>Managed C++</b>	<b>Object</b> * <i>element</i>
	);
	protected override function <b>OnValidate</b> (
<b>JScript</b>	<i>element</i> : <b>Object</b>
	) : <b>void</b> ;

### Parameters

*element*   **System.Object.**

---

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## Remove Method

---

Note: This documentation is preliminary and is subject to change.

Removes the first occurrence of a specific **IItemElement** from the **ItemElementCollection**.

### Definition

	Public Sub <b>Remove</b> ( _
<b>Visual Basic</b>	ByVal <i>element</i> As <b>IItemElement</b> _
	)

```

C#           public void Remove(
              IItemElement element
              );
Managed C++ public: void Remove(
              IItemElement* element
              );
JScript     public function Remove(
              element : IItemElement
              ) : void;

```

#### Parameters

*element* **System.Speech.Srgs.IItemElement**. The **IItemElement** being removed from the **IItemElementCollection**.

---

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## Item Property

---

Note: This documentation is preliminary and is subject to change.

Retrieves a child element of the **Item** class instance from the **IItemElementCollection** using its index value.

#### Definition

```

Visual Basic Public Property Item( _
              ByVal index As Integer _
              ) As IItemElement
C#           public IItemElement this[
              int index
              ] { get; set; }
              public: __property IItemElement* get_Item(
              int index
              );
Managed C++ public: __property void set_Item(
              int index,
              IItemElement*
              );

```

**JScript** In JScript, you can use indexed properties, but you cannot define your own.

#### Property Value

**System.Speech.Srgs.IItemElement**.

This property is read/write.

#### Parameters

*index* **System.Int32**. Value indicating the child element's location within the **ItemElementCollection**.

---

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## OneOf Class

---

Note: This documentation is preliminary and is subject to change.

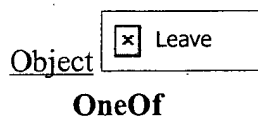
Represents the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) one-of element. See <http://www.w3.org/TR/speech-grammar/> for more information.

#### Definition

	Public Class <b>OneOf</b>
<b>Visual Basic</b>	Inherits <i>Object</i> Implements <i>IItemElement</i> , <i>IRuleElement</i>
<b>C#</b>	public class <b>OneOf</b> : <i>Object</i> , <i>IItemElement</i> , <i>IRuleElement</i>
<b>Managed C++</b>	public __gc class <b>OneOf</b> : public <i>Object</i> , <i>IItemElement</i> , <i>IRuleElement</i>
<b>JScript</b>	public class <b>OneOf</b> extends <i>Object</i> implements <i>IRuleElement</i> , <i>IItemElement</i>

#### Members Table

#### Inheritance Hierarchy



#### Class Information

<b>Namespace</b>	System.Speech.Srgs
<b>Assembly</b>	System.Speech (system.speech.dll)
<b>Strong Name</b>	System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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# OneOf Method

---

Note: This documentation is preliminary and is subject to change.

Initializes a new instance of the OneOf class.

## Overload List

```
public OneOf ()  
public OneOf (String[])  
public OneOf (IItemElement[])
```

## Examples

The following code example populates a OneOf element with a list of colors.

```
// Build ChangeColor grammar      ChangeColorGrammar = new Srgs.SrgsGrammar("Ch  
' Build ChangeColor grammar      ChangeColorGrammar = New Srgs.SrgsGrammar("Cha
```

---

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# Elements Property

---

Note: This documentation is preliminary and is subject to change.

Gets the collection of all the child elements of the OneOf class instance.

## Definition

```
Visual Basic Public ReadOnly Property Elements As OneOfElementCollection  
C# public OneOfElementCollection Elements { get; }  
Managed C++ public: __property OneOfElementCollection* get_Elements();  
JScript public function get Elements() : OneOfElementCollection
```

## Property Value

**System.Speech.Srgs.OneOfElementCollection.**

This property is read-only.

---

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# OneOfElementCollection Class

Note: This documentation is preliminary and is subject to change.

Represents a collection of objects that can be child elements of an OneOf class instance.

## Definition

**Visual Basic** Public Class **OneOfElementCollection**  
Inherits *CollectionBase*

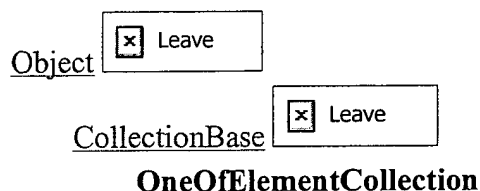
**C#** public class **OneOfElementCollection** : *CollectionBase*

**Managed C++** public \_\_gc class **OneOfElementCollection** : public *CollectionBase*

**JScript** public class **OneOfElementCollection** extends *CollectionBase*

## Members Table

## Inheritance Hierarchy



## Class Information

**Namespace** System.Speech.Srgs

**Assembly** System.Speech (system.speech.dll)

**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

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# Add Method

Note: This documentation is preliminary and is subject to change.

Adds an Item class instance to the the OneOfElementCollection.

## Definition

**Visual Basic** Public Function **Add**(  
ByVal *item* As *Item*

```

        ) As Integer
        public int Add(
C#         Item item
        );
        public: int Add(
Managed C++  Item* item
        );
        public function Add(
JScript      item : Item
        ) : int;

```

#### Parameters

*item* **System.Speech.Srgs.Item.** The Item class instance being added to the OneOfElementCollection.

#### Return Value

**System.Int32.**

The OneOfElementCollection index where the Item class instance has been added.

---

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## AddItem Method

---

Note: This documentation is preliminary and is subject to change.

Adds a new Item class instance to the OneOfElementCollection.

#### Overload List

```

public Void AddItem (Item)
public Item AddItem ()
public Item AddItem (String)
public Item AddItem (String, String)
public Item AddItem (String, String, Object)

```

---

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## AddItems Method

---



Note: This documentation is preliminary and is subject to change.

Adds two Item class instances to the OneOfElementCollection. Each Item class instance contains text.

#### Overload List

```
public Item AddItems (String, String)  
public Item AddItems (String, String, String)  
public Item AddItems (String[])
```

#### Remarks

This is essentially a macro for calling the AddItem method twice.

This is essentially a macro for calling the AddItem method three times

This is essentially a macro for calling the AddItem method multiple times.

---

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## AddOptionalItem Method

---

Note: This documentation is preliminary and is subject to change.

Adds a new optional Item class instance to the OneOfElementCollection.

#### Overload List

```
public Item AddOptionalItem ()  
public Item AddOptionalItem (String)
```

---

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## AddRepeatingItem Method

---

Note: This documentation is preliminary and is subject to change.

Adds a new Item class instance to the OneOfElementCollection. This instance contains the minimum and maximum number of repetitions required for successful recognition.

#### Definition

Public Function **AddRepeatingItem**( \_

	ByVal <i>minRepeat</i> As <u>Integer</u> , _
<b>Visual Basic</b>	ByVal <i>maxRepeat</i> As <u>Integer</u> _
	) As <u>Item</u>
	public <u>Item</u> AddRepeatingItem(
<b>C#</b>	<u>int</u> <i>minRepeat</i> ,
	<u>int</u> <i>maxRepeat</i>
	);
	public: <u>Item</u> * AddRepeatingItem(
<b>Managed C++</b>	<u>int</u> <i>minRepeat</i> ,
	<u>int</u> <i>maxRepeat</i>
	);
	public function AddRepeatingItem(
<b>JavaScript</b>	<i>minRepeat</i> : <u>int</u> ,
	<i>maxRepeat</i> : <u>int</u>
	) : <u>Item</u> ;

#### Parameters

<i>minRepeat</i>	<b>System.Int32</b> . Minimum number of occurrences the new Item object must occur.
<i>maxRepeat</i>	<b>System.Int32</b> . Maximum number of occurrences of the new Item object can occur.

#### Return Value

**System.Speech.Srgs.Item.**

Returns the newly added Item class instance.

---

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## Contains Method

---

Note: This documentation is preliminary and is subject to change.

Determines whether the OneOfElementCollection contains the specified Item class instance.

#### Definition

	Public Function <b>Contains</b> ( _
<b>Visual Basic</b>	ByVal <i>item</i> As <u>Item</u> _
	) As <u>Boolean</u>
	public <u>bool</u> <b>Contains</b> (
<b>C#</b>	<u>Item</u> <i>item</i>
	);

```

        public: bool Contains(
Managed C++   Item* item
        );
        public function Contains(
JScript       item : Item
        ) : boolean;

```

#### Parameters

*item* **System.Speech.Srgs.Item**. The Item class instance being located within the OneOfElementCollection.

#### Return Value

**System.Boolean**.

Returns true if the OneOfElementCollection contains the specified Item class instance; otherwise returns false.

---

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## IndexOf Method

---

Note: This documentation is preliminary and is subject to change.

Searches for the specified Item class instance and returns the zero-based index of its first occurrence within the OneOfElementCollection.

#### Definition

```

        Public Function IndexOf( _
Visual Basic   ByVal item As Item _
        ) As Integer
        public int IndexOf(
C#            Item item
        );
        public: int IndexOf(
Managed C++   Item* item
        );
        public function IndexOf(
JScript       item : Item
        ) : int;

```

#### Parameters

*item* **System.Speech.Srgs.Item**. The Item class instance being searched for within the **OneOfElementCollection**.

Return Value

**System.Int32**.

Returns the zero-based index of the first occurrence of the Item object within the **OneOfElementCollection**, if found; otherwise returns -1.

---

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## Insert Method

---

Note: This documentation is preliminary and is subject to change.

Inserts an Item class instance into the **OneOfElementCollection** at the specified index location.

Definition

<b>Visual Basic</b>	Public Sub <b>Insert</b> ( ByVal <i>index</i> As <b>Integer</b> , ByVal <i>item</i> As <b>Item</b> _ )
<b>C#</b>	public void <b>Insert</b> ( <b>int</b> <i>index</i> , <b>Item</b> <i>item</i> );
<b>Managed C++</b>	public: void <b>Insert</b> ( <b>int</b> <i>index</i> , <b>Item*</b> <i>item</i> );
<b>JScript</b>	public function <b>Insert</b> ( <i>index</i> : <b>int</b> , <i>item</i> : <b>Item</b> ): <b>void</b> ;

Parameters

*index* **System.Int32**. The zero-based index location where the Item class instance is to be inserted.

*item* **System.Speech.Srgs.Item**. The Item class instance being inserted.

---

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## OnClear Method

Note: This documentation is preliminary and is subject to change.

### Definition

**Visual Basic** Overrides Protected Sub **OnClear()**  
**C#** protected override **void OnClear();**  
**Managed C++** protected: **void OnClear();**  
**JScript** protected override function **OnClear() : void;**

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## OneOfElementCollection Method

Note: This documentation is preliminary and is subject to change.

Initializes a new instance of the OneOfElementCollection and specifies the owning OneOf class instance.

### Definition

**Visual Basic** Public Sub **OneOfElementCollection**(  
ByVal *owner* As **OneOf** \_  
)  
**C#** public **OneOfElementCollection**(  
**OneOf** *owner*  
);  
**Managed C++** public: **OneOfElementCollection**(  
**OneOf\*** *owner*  
);  
**JScript** public function **OneOfElementCollection**(  
*owner* : **OneOf**  
);

### Parameters

*owner* **System.Speech.Srgs.OneOf**. Owning OneOf class instance.

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## OnInsert Method

---

Note: This documentation is preliminary and is subject to change.

### Definition

	Overrides Protected Sub <b>OnInsert</b> ( _
<b>Visual Basic</b>	ByVal <i>index</i> As <u>Integer</u> , _
	ByVal <i>value</i> As <u>Object</u> _
	)
	protected override <u>void</u> <b>OnInsert</b> (
<b>C#</b>	<u>int</u> <i>index</i> ,
	<u>object</u> <i>value</i>
	);
	protected: <u>void</u> <b>OnInsert</b> (
<b>Managed C++</b>	<u>int</u> <i>index</i> ,
	<u>Object*</u> <i>value</i>
	);
	protected override function <b>OnInsert</b> (
<b>JScript</b>	<i>index</i> : <u>int</u> ,
	<i>value</i> : <u>Object</u>
	) : <u>void</u> ;

### Parameters

*index* **System.Int32**.

*value* **System.Object**.

---

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## OnRemove Method

---

Note: This documentation is preliminary and is subject to change.

### Definition

	Overrides Protected Sub <b>OnRemove</b> ( _
<b>Visual Basic</b>	ByVal <i>index</i> As <u>Integer</u> , _
	ByVal <i>value</i> As <u>Object</u> _
	)
	protected override <u>void</u> <b>OnRemove</b> (
<b>C#</b>	<u>int</u> <i>index</i> ,
	<u>object</u> <i>value</i>
	);

```

Managed C++    protected: void OnRemove(
                  int index,
                  Object* value
                );
JScript        protected override function OnRemove(
                  index : int,
                  value : Object
                ) : void;

```

#### Parameters

*index* **System.Int32**.  
*value* **System.Object**.

---

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## OnSet Method

---

Note: This documentation is preliminary and is subject to change.

#### Definition

```

Visual Basic    Overrides Protected Sub OnSet( _
                  ByVal index As Integer, _
                  ByVal oldValue As Object, _
                  ByVal newValue As Object _
                )
C#              protected override void OnSet(
                  int index,
                  object oldValue,
                  object newValue
                );
Managed C++    protected: void OnSet(
                  int index,
                  Object* oldValue,
                  Object* newValue
                );
JScript        protected override function OnSet(
                  index : int,
                  oldValue : Object,
                  newValue : Object
                ) : void;

```

#### Parameters

*index*      **System.Int32.**  
*oldValue*   **System.Object.**  
*newValue*   **System.Object.**

---

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## OnValidate Method

---

Note: This documentation is preliminary and is subject to change.

### Definition

	Overrides Protected Sub <b>OnValidate</b> ( _
<b>Visual Basic</b>	ByVal <i>item</i> As <b>Object</b> _
	)
	protected override <b>void</b> <b>OnValidate</b> (
<b>C#</b>	<b>object</b> <i>item</i>
	);
	protected: <b>void</b> <b>OnValidate</b> (
<b>Managed C++</b>	<b>Object</b> * <i>item</i>
	);
	protected override function <b>OnValidate</b> (
<b>JScript</b>	<i>item</i> : <b>Object</b>
	) : <b>void</b> ;

### Parameters

*item* **System.Object.**

---

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## Remove Method

---

Note: This documentation is preliminary and is subject to change.

Removes the first occurrence of the specified Item class instance from the OneOfElementCollection.

### Definition

	Public Sub <b>Remove</b> ( _
<b>Visual Basic</b>	ByVal <i>item</i> As <b>Item</b> _
	)



```

C#      public void Remove(
        Item item
        );
Managed C++ public: void Remove(
        Item* item
        );
JScript public function Remove(
        item : Item
        ) : void;

```

#### Parameters

*item* **System.Speech.Srgs.Item.** The Item class instance to remove from the OneOfElementCollection.

---

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## Item Property

---

Note: This documentation is preliminary and is subject to change.

Retrieves an Item class instance from the OneOfElementCollection using the specified index.

#### Definition

```

Visual Basic Public Property Item( _
              ByVal index As Integer _
              ) As Item
C#          public Item this[
              int index
            ] { get; set; }
Managed C++ public: __property Item* get_Item(
              int index
            );
              public: __property void set_Item(
              int index,
              Item*
            );

```

**JScript** In JScript, you can use indexed properties, but you cannot define your own.

#### Property Value

**System.Speech.Srgs.Item.**

This property is read/write.

## Parameters

*index* **System.Int32**. Index value.

---

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## PropertyTag Class

---

Note: This documentation is preliminary and is subject to change.

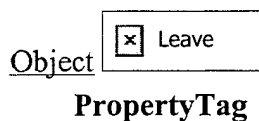
Represents the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) tag element with SAPI Properties. See <http://www.w3.org/TR/speech-grammar/> for more information.

## Definition

	Public Class <b>PropertyTag</b>
<b>Visual Basic</b>	Inherits <u><i>Object</i></u> Implements <u><i>IItemElement</i></u> , <u><i>IRuleElement</i></u>
<b>C#</b>	public class <b>PropertyTag</b> : <u><i>Object</i></u> , <u><i>IItemElement</i></u> , <u><i>IRuleElement</i></u>
<b>Managed C++</b>	public __gc class <b>PropertyTag</b> : public <u><i>Object</i></u> , <u><i>IItemElement</i></u> , <u><i>IRuleElement</i></u>
<b>JScript</b>	public class <b>PropertyTag</b> extends <u><i>Object</i></u> implements <u><i>IRuleElement</i></u> , <u><i>IItemElement</i></u>

## Members Table

## Inheritance Hierarchy



## Class Information

<b>Namespace</b>	System.Speech.Srgs
<b>Assembly</b>	System.Speech (system.speech.dll)
<b>Strong Name</b>	System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## PropertyTag Method

---

Note: This documentation is preliminary and is subject to change.

Initializes a new instance of the PropertyTag class.

Overload List

```
public PropertyTag ()  
public PropertyTag (String)  
public PropertyTag (String, Object)
```

---

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## ToString Method

---

Note: This documentation is preliminary and is subject to change.

Definition

```
Visual Basic Overrides Public Function ToString() As String  
C# public override string ToString();  
Managed C++ public: String* ToString();  
JScript public override function ToString() : String;
```

Return Value

**System.String.**

---

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## Name Property

---

Note: This documentation is preliminary and is subject to change.

Gets and sets the name of the semantic property contained within the PropertyTag class instance.

Definition

```
Visual Basic Public Property Name As String
```

<b>C#</b>	public <b>string</b> Name { get; set; }
<b>Managed C++</b>	public: __property <b>String*</b> get_Name(); public: __property void set_Name( <b>String*</b> );
<b>JScript</b>	public function get Name() : <b>String</b> public function set Name( <b>String</b> );

Property Value

**System.String.**

This property is read/write.

---

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## Value Property

---

Note: This documentation is preliminary and is subject to change.

Gets and sets the value of semantic property contained within the PropertyTag class instance.

Definition

<b>Visual Basic</b>	Public Property <b>Value</b> As <b>Object</b>
<b>C#</b>	public <b>object</b> Value { get; set; }
<b>Managed C++</b>	public: __property <b>Object*</b> get_Value(); public: __property void set_Value( <b>Object*</b> );
<b>JScript</b>	public function get Value() : <b>Object</b> public function set Value( <b>Object</b> );

Property Value

**System.Object.**

This property is read/write.

---

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## Rule Class

---

Note: This documentation is preliminary and is subject to change.

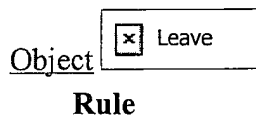
Represents the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) rule element. See <http://www.w3c.org/TR/speech-grammar/> for more information.

## Definition

**Visual Basic** Public Class **Rule**  
 Inherits *Object*  
**C#** public class **Rule** : *Object*  
**Managed C++** public \_\_gc class **Rule** : public *Object*  
**JScript** public class **Rule** extends *Object*

## Members Table

## Inheritance Hierarchy



## Class Information

**Namespace** System.Speech.Srgs  
**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## GetXml Method

---

Note: This documentation is preliminary and is subject to change.

Gets the Extensible Markup Language (XML) markup for this Rule class instance.

## Definition

**Visual Basic** Public Function **GetXml()** As *String*  
**C#** public *string* **GetXml()**;  
**Managed C++** public: *String\** **GetXml()**;  
**JScript** public function **GetXml()** : *String*;

## Return Value

**System.String.**

Retrurns the XML markup of the Rule class instance.

---

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## Rule Method

---

Note: This documentation is preliminary and is subject to change.

Initializes a new instance of the Rule class.

### Overload List

public Rule ()  
public Rule (String)

### Remarks

If the Name property is not set prior to committing the grammar that contains this rule, a unique name is assigned automatically.

The name property refers to the ID property of the RULE W3C SRGS element.

---

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## ToString Method

---

Note: This documentation is preliminary and is subject to change.

Returns a string representation of this Rule class instance.

### Definition

**Visual Basic** Overrides Public Function **ToString()** As **String**  
**C#** public override **string ToString();**  
**Managed C++** public: **String\* ToString();**  
**JScript** public override function **ToString() : String;**

### Return Value

**System.String.**

Returns a text string describing the Rule class instance.

---

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## Elements Property

---

Note: This documentation is preliminary and is subject to change.

Gets the collection of all the child elements of the Rule class instance.

Definition

**Visual Basic** Public ReadOnly Property Elements As RuleElementCollection

**C#** public RuleElementCollection Elements { get; }

**Managed C++** public: \_\_property RuleElementCollection\* get\_Elements();

**JScript** public function get Elements() : RuleElementCollection

Property Value

**System.Speech.Srgs.RuleElementCollection.**

This property is read-only.

---

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## Id Property

---

Note: This documentation is preliminary and is subject to change.

Gets and sets the name of the Rule class instance.

Definition

**Visual Basic** Public Property Id As String

**C#** public string Id { get; set; }

**Managed C++** public: \_\_property String\* get\_Id();  
public: \_\_property void set\_Id(String);

**JScript** public function get Id() : String  
public function set Id(String);

Property Value

**System.String.**

This property is read/write.

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## Scope Property

---

Note: This documentation is preliminary and is subject to change.

Gets and Sets how a rule is referenced by other rules, and whether or not the rule can be activated or not. See [RuleScope](#) for more information.

### Definition

<b>Visual Basic</b>	Public Property Scope As <a href="#">RuleScope</a>
<b>C#</b>	public <a href="#">RuleScope</a> Scope { get; set; }
<b>Managed C++</b>	public: __property <a href="#">RuleScope</a> get_Scope(); public: __property void set_Scope( <a href="#">RuleScope</a> );
<b>JScript</b>	public function get Scope() : <a href="#">RuleScope</a> public function set Scope( <a href="#">RuleScope</a> );

### Property Value

**System.Speech.Srgs.RuleScope.**

This property is read/write.

---

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## RuleCollection Class

---

Note: This documentation is preliminary and is subject to change.

Represents a collection of objects that can be child elements of a Rule class instance.

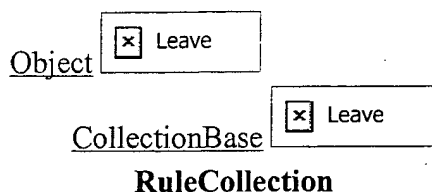
### Definition

<b>Visual Basic</b>	Public Class <b>RuleCollection</b> Inherits <a href="#">CollectionBase</a>
<b>C#</b>	public class <b>RuleCollection</b> : <a href="#">CollectionBase</a>
<b>Managed C++</b>	public __gc class <b>RuleCollection</b> : public <a href="#">CollectionBase</a>
<b>JScript</b>	public class <b>RuleCollection</b> extends <a href="#">CollectionBase</a>

### Members Table

### Inheritance Hierarchy





## Class Information

**Namespace** System.Speech.Srgs  
**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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# Add Method

---

Note: This documentation is preliminary and is subject to change.

Adds a Rule class instance to the RuleCollection.

## Definition

	Public Function <b>Add</b> ( _
<b>Visual Basic</b>	ByVal <i>rule</i> As <b>Rule</b> _
	) As <b>Integer</b>
	public <b>int</b> <b>Add</b> (
<b>C#</b>	<b>Rule</b> <i>rule</i>
	);
	public: <b>int</b> <b>Add</b> (
<b>Managed C++</b>	<b>Rule*</b> <i>rule</i>
	);
	public function <b>Add</b> (
<b>JScript</b>	<i>rule</i> : <b>Rule</b>
	) : <b>int</b> ;

## Parameters

*rule* **System.Speech.Srgs.Rule**. The Rule class instance being added to the RuleCollection.

## Return Value

**System.Int32**.

The RuleCollection index at which the value has been added.

---

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## AddRule Method

---

Note: This documentation is preliminary and is subject to change.

Adds a new Rule class instance to the RuleCollection.

Overload List

```
public Rule AddRule ()
public Rule AddRule (String)
public Rule AddRule (Rule)
```

---

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## Contains Method

---

Note: This documentation is preliminary and is subject to change.

Determines whether the RuleCollection contains the specified Rule class instance.

Definition

	Public Function <b>Contains</b> ( _
<b>Visual Basic</b>	ByVal <i>rule</i> As <b>Rule</b> _
	) As <b>Boolean</b>
	public <b>bool</b> <b>Contains</b> (
<b>C#</b>	<b>Rule</b> <i>rule</i>
	);
	public: <b>bool</b> <b>Contains</b> (
<b>Managed C++</b>	<b>Rule*</b> <i>rule</i>
	);
	public function <b>Contains</b> (
<b>JScript</b>	<i>rule</i> : <b>Rule</b>
	) : <b>boolean</b> ;

Parameters

*rule* **System.Speech.Srgs.Rule**. The Rule class instance being located within the

RuleCollection.

Return Value

**System.Boolean.** Returns true if the RuleCollection contains the specified Rule class instance; otherwise returns false.

---

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## get\_Item Method

---

Note: This documentation is preliminary and is subject to change.

Overload List

public Rule get\_Item (Int32)  
public Rule get\_Item (String)

---

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## IndexOf Method

---

Note: This documentation is preliminary and is subject to change.

Searches for the specified Rule class instance and returns the zero-based index of its first occurrence within the RuleCollection.

Overload List

public Int32 IndexOf (Rule)  
public Int32 IndexOf (String)

---

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## Insert Method

---

Note: This documentation is preliminary and is subject to change.

Inserts a Rule class instance into the RuleCollection at the specified index location.

## Definition

<b>Visual Basic</b>	Public Sub <b>Insert</b> ( _ ByVal <i>index</i> As <b>Integer</b> , _ ByVal <i>rule</i> As <b>Rule</b> _ )
<b>C#</b>	public <b>void</b> <b>Insert</b> ( <b>int</b> <i>index</i> , <b>Rule</b> <i>rule</i> );
<b>Managed C++</b>	public: <b>void</b> <b>Insert</b> ( <b>int</b> <i>index</i> , <b>Rule*</b> <i>rule</i> );
<b>JScript</b>	public function <b>Insert</b> ( <i>index</i> : <b>int</b> , <i>rule</i> : <b>Rule</b> ): <b>void</b> ;

## Parameters

*index* **System.Int32**. The zero-based index location where the Rule class instance is to be inserted.

*rule* **System.Speech.Srgs.Rule**. The Rule class instance being inserted.

---

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## OnClear Method

---

Note: This documentation is preliminary and is subject to change.

## Definition

<b>Visual Basic</b>	Overrides Protected Sub <b>OnClear</b> ()
<b>C#</b>	protected override <b>void</b> <b>OnClear</b> ();
<b>Managed C++</b>	protected: <b>void</b> <b>OnClear</b> ();
<b>JScript</b>	protected override function <b>OnClear</b> () : <b>void</b> ;

---

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## OnInsert Method

---

Note: This documentation is preliminary and is subject to change.

#### Definition

	Overrides Protected Sub <b>OnInsert</b> ( _
<b>Visual Basic</b>	ByVal <i>index</i> As <b>Integer</b> , _
	ByVal <i>value</i> As <b>Object</b> _
	)
	protected override <b>void</b> <b>OnInsert</b> (
<b>C#</b>	<b>int</b> <i>index</i> ,
	<b>object</b> <i>value</i>
	);
	protected: <b>void</b> <b>OnInsert</b> (
<b>Managed C++</b>	<b>int</b> <i>index</i> ,
	<b>Object*</b> <i>value</i>
	);
	protected override function <b>OnInsert</b> (
<b>JScript</b>	<i>index</i> : <b>int</b> ,
	<i>value</i> : <b>Object</b>
	) : <b>void</b> ;

#### Parameters

*index* **System.Int32**.  
*value* **System.Object**.

---

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## OnRemove Method

---

Note: This documentation is preliminary and is subject to change.

#### Definition

	Overrides Protected Sub <b>OnRemove</b> ( _
<b>Visual Basic</b>	ByVal <i>index</i> As <b>Integer</b> , _
	ByVal <i>value</i> As <b>Object</b> _
	)
	protected override <b>void</b> <b>OnRemove</b> (
<b>C#</b>	<b>int</b> <i>index</i> ,
	<b>object</b> <i>value</i>
	);
	protected: <b>void</b> <b>OnRemove</b> (
<b>Managed C++</b>	<b>int</b> <i>index</i> ,
	<b>Object*</b> <i>value</i>

```

    );
    protected override function OnRemove(
        index : int,
        value : Object
    ) : void;

```

#### Parameters

*index* **System.Int32.**  
*value* **System.Object.**

---

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## OnSet Method

---

Note: This documentation is preliminary and is subject to change.

#### Definition

```

    Overrides Protected Sub OnSet( _
        ByVal index As Integer, _
        ByVal oldValue As Object, _
        ByVal newValue As Object _
    )
    protected override void OnSet(
        int index,
        object oldValue,
        object newValue
    );
    protected: void OnSet(
        int index,
        Object* oldValue,
        Object* newValue
    );
    protected override function OnSet(
        index : int,
        oldValue : Object,
        newValue : Object
    ) : void;

```

#### Parameters

*index* **System.Int32.**  
*oldValue* **System.Object.**  
*newValue* **System.Object.**

---

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## OnValidate Method

---

Note: This documentation is preliminary and is subject to change.

### Definition

	Overrides Protected Sub <b>OnValidate</b> ( _
<b>Visual Basic</b>	ByVal <i>rule</i> As <b>Object</b> _
	)
	protected override <b>void OnValidate</b> (
<b>C#</b>	<b>object rule</b>
	);
	protected: <b>void OnValidate</b> (
<b>Managed C++</b>	<b>Object*</b> <i>rule</i>
	);
	protected override function <b>OnValidate</b> (
<b>JScript</b>	<i>rule</i> : <b>Object</b>
	) : <b>void</b> ;

### Parameters

*rule* System.Object.

---

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## Remove Method

---

Note: This documentation is preliminary and is subject to change.

Removes the first occurrence of a specified Rule class instance from the RuleCollection.

### Definition

	Public Sub <b>Remove</b> ( _
<b>Visual Basic</b>	ByVal <i>rule</i> As <b>Rule</b> _
	)
	public <b>void Remove</b> (
<b>C#</b>	<b>Rule rule</b>
	);
	public: <b>void Remove</b> (
<b>Managed C++</b>	<b>Rule*</b> <i>rule</i>

```

        );
        public function Remove(
JScript      rule : Rule
        ) : void;

```

#### Parameters

*rule* **System.Speech.Srgs.Rule**. The Rule class instance to remove from the RuleCollection.

---

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## RuleCollection Method

---

Note: This documentation is preliminary and is subject to change.

Initializes a new instance of the RuleCollection and species the owning Grammar class instance.

#### Definition

```

        Public Sub RuleCollection( _
Visual Basic   ByVal owner As SrgsGrammar _
        )
        public RuleCollection(
C#             SrgsGrammar owner
        );
        public: RuleCollection(
Managed C++   SrgsGrammar* owner
        );
        public function RuleCollection(
JScript        owner : SrgsGrammar
        );

```

#### Parameters

*owner* **System.Speech.Srgs.SrgsGrammar**. Owning Grammar class instance.

---

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## set\_Item Method

---

Note: This documentation is preliminary and is subject to change.



## Overload List

public Void set\_Item (Int32, Rule)  
public Void set\_Item (String, Rule)

---

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## Item Property

---

Note: This documentation is preliminary and is subject to change.

Retrieves a Rule class instance from the RuleCollection using the specified name.

## Overload List

public Rule Item (String)  
public Rule Item (Int32)

---

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## RuleElementCollection Class

---

Note: This documentation is preliminary and is subject to change.

Represents a collection of objects that are valid within a Rule class instance.

## Definition

**Visual Basic**    Public Class **RuleElementCollection**  
                          Inherits CollectionBase

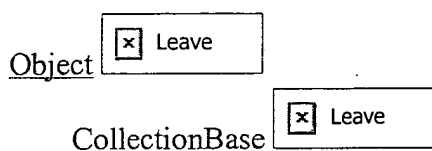
**C#**            public class **RuleElementCollection** : CollectionBase

**Managed C++**    public \_\_gc class **RuleElementCollection** : public CollectionBase

**JScript**        public class **RuleElementCollection** extends CollectionBase

## Members Table

## Inheritance Hierarchy



## RuleElementCollection

### Class Information

**Namespace** System.Speech.Srgs  
**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## Add Method

---

Note: This documentation is preliminary and is subject to change.

Adds an Example class instance to the RuleElementCollection.

### Overload List

public Int32 Add (Example)  
public Int32 Add (Item)  
public Int32 Add (OneOf)  
public Int32 Add (RuleRef)  
public Int32 Add (SpecialRuleRef)  
public Int32 Add (Tag)  
public Int32 Add (Token)  
public Int32 Add (SrgsText)  
public Int32 Add (String)

---

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## AddExample Method

---

Note: This documentation is preliminary and is subject to change.

Adds a Example class instance to the RuleElementCollection.

### Overload List

public Void AddExample (Example)  
public Example AddExample (String)

---

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## AddItem Method

---

Note: This documentation is preliminary and is subject to change.

Adds a Item class instance to the RuleElementCollection.

### Overload List

```
public Void AddItem (Item)  
public Item AddItem ()  
public Item AddItem (String)  
public Item AddItem (String, String)  
public Item AddItem (String, String, Object)
```

---

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## AddItems Method

---

Note: This documentation is preliminary and is subject to change.

Adds two Item class instances to the RuleElementCollection. Both Item class instances contain text.

### Overload List

```
public Item AddItems (String, String)  
public Item AddItems (String, String, String)  
public Item AddItems (String[])
```

### Remarks

This method is essentially a macro for calling the AddItem method twice.

This method is essentially a macro for calling the AddItem method three times

This method is essentially a macro for calling the AddItem method multiple times.

---

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## AddOneOf Method

---

Note: This documentation is preliminary and is subject to change.

Adds a OneOf class instance to the RuleElementCollection.

Overload List

```
public Void AddOneOf (OneOf)  
public OneOf AddOneOf ()  
public OneOf AddOneOf (String, String)  
public OneOf AddOneOf (String, String, String)  
public OneOf AddOneOf (String[])  
public OneOf AddOneOf (Item[])
```

---

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## AddOptionalItem Method

---

Note: This documentation is preliminary and is subject to change.

Adds a new optional Item class instance to the RuleElementCollection.

Overload List

```
public Item AddOptionalItem ()  
public Item AddOptionalItem (String)
```

---

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## AddRepeatingItem Method

---

Note: This documentation is preliminary and is subject to change.

Adds an Item class instance to the RuleElementCollection. The Item class instance being added either must be repeated the specified minimum number of times, or can be repeated up to the specified maximum number of times.

Definition

	Public Function <b>AddRepeatingItem</b> ( _
<b>Visual Basic</b>	ByVal <i>minRepeat</i> As <b>Integer</b> , _
	ByVal <i>maxRepeat</i> As <b>Integer</b> _
	) As <b>Item</b>
	public <b>Item</b> <b>AddRepeatingItem</b> (
<b>C#</b>	<b>int</b> <i>minRepeat</i> ,
	<b>int</b> <i>maxRepeat</i>
	);
	public: <b>Item</b> * <b>AddRepeatingItem</b> (
<b>Managed C++</b>	<b>int</b> <i>minRepeat</i> ,
	<b>int</b> <i>maxRepeat</i>
	);
	public function <b>AddRepeatingItem</b> (
<b>JavaScript</b>	<i>minRepeat</i> : <b>int</b> ,
	<i>maxRepeat</i> : <b>int</b>
	) : <b>Item</b> ;

#### Parameters

*minRepeat* **System.Int32**. Minimum number of times the new Item class instance must be repeated for a successful recognition.

*maxRepeat* **System.Int32**. Maximum number of times the new Item class instance can be repeated for a successful recognition.

#### Return Value

**System.Speech.Srgs.Item.**

Returns the newly added Item class instance.

---

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## AddRuleRef Method

---

Note: This documentation is preliminary and is subject to change.

Adds a RuleRef class instance to the RuleElementCollection.

#### Overload List

```
public Void AddRuleRef (RuleRef)
public RuleRef AddRuleRef (String)
public RuleRef AddRuleRef (Rule)
```

#### Remarks

This method can also be used to refer to dictation grammars. The general dictation model is referenced by: `AddRuleRef("recognitiontopic:general");` and a specific topic by, for example: `AddRuleRef("recognitiontopic:spelling");`

If the rule is part of the same grammar, the rule reference is a local reference. If the rule is part of another grammar, the rule reference is automatically determined based on the grammar that the rule comes from.

For example, if the rule is part of a grammar that was loaded with a call to `Grammar.Load`, the URI specified in that call will be used and the `Rule.Id` will be used for the local part. The URI will appear in the form: "{0}#{1}", where 0=URI from `Grammar.Load`, and 1=`Rule.Id`. Another example is if the rule is part of a grammar that's been built dynamically the rule will automatically be added (at Commit time) to the Grammar that this rule reference is a part of, if it doesn't already appear there.

---

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## AddSpecialRuleRef Method

---

Note: This documentation is preliminary and is subject to change.

Adds a `SpecialRuleRef` class instance to the `RuleElementCollection`.

Definition

Visual Basic	Public Sub <b>AddSpecialRuleRef</b> ( _ ByVal <i>specialRuleRef</i> As <u><b>SpecialRuleRef</b></u> _ )
C#	public <b>void</b> <b>AddSpecialRuleRef</b> ( <u><b>SpecialRuleRef</b></u> <i>specialRuleRef</i> );
Managed C++	public: <b>void</b> <b>AddSpecialRuleRef</b> ( <u><b>SpecialRuleRef</b>*</u> <i>specialRuleRef</i> );
JScript	public function <b>AddSpecialRuleRef</b> ( <i>specialRuleRef</i> : <u><b>SpecialRuleRef</b></u> ) : <b>void</b> ;

Parameters

*specialRuleRef* **System.Speech.Srgs.SpecialRuleRef**. The `SpecialRuleRef` class instance being added to the `RuleElementCollection`.

---

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## AddTag Method

---

Note: This documentation is preliminary and is subject to change.

Adds a Tag class instance to the RuleElementCollection.

Overload List

```
public Void AddTag (Tag)  
public Tag AddTag (String)
```

---

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## AddToken Method

---

Note: This documentation is preliminary and is subject to change.

Adds a Token class instance to the RuleElementCollection.

Overload List

```
public Void AddToken (Token)  
public Token AddToken (String)  
public Token AddToken (String, String)
```

---

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## Contains Method

---

Note: This documentation is preliminary and is subject to change.

Determines whether the RuleElementCollection contains the specified IRuleElement.

Definition

```
Public Function Contains(  
Visual Basic    ByVal element As IRuleElement   
                ) As Boolean  
                public bool Contains(  
C#              IRuleElement element  
                );
```

```

        public: bool Contains(
Managed C++   IRuleElement* element
        );
        public function Contains(
JScript       element : IRuleElement
        ) : boolean;

```

#### Parameters

*element* **System.Speech.Srgs.IRuleElement**. The IRuleElement being located within the RuleElementCollection.

#### Return Value

**System.Boolean**.

Return true if the RuleElementCollection contains the specified IRuleElement object; otherwise returns false.

---

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## IndexOf Method

---

Note: This documentation is preliminary and is subject to change.

Searches for the specified IRuleElement and returns the zero-based index of its first occurrence within the RuleElementCollection.

#### Definition

```

        Public Function IndexOf( _
Visual Basic   ByVal element As IRuleElement _
        ) As Integer
        public int IndexOf(
C#            IRuleElement element
        );
        public: int IndexOf(
Managed C++   IRuleElement* element
        );
        public function IndexOf(
JScript       element : IRuleElement
        ) : int;

```

#### Parameters



*element* **System.Speech.Srgs.IRuleElement**. The IRuleElement being searched for within the RuleElementCollection.

Return Value

**System.Int32.**

Returns the zero-based index of the first occurrence of the IRuleElement object within the RuleElementCollection, if found; otherwise returns -1.

---

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## Insert Method

---

Note: This documentation is preliminary and is subject to change.

Inserts a new IRuleElement into the RuleElementCollection at the specified index location.

Definition

	Public Sub <b>Insert</b> ( _
	ByVal <i>index</i> As <b>Integer</b> , _
<b>Visual Basic</b>	ByVal <i>element</i> As <b>IRuleElement</b> _
	)
	public <b>void</b> <b>Insert</b> (
	<b>int</b> <i>index</i> ,
<b>C#</b>	<b>IRuleElement</b> <i>element</i>
	);
	public: <b>void</b> <b>Insert</b> (
	<b>int</b> <i>index</i> ,
<b>Managed C++</b>	<b>IRuleElement*</b> <i>element</i>
	);
	public function <b>Insert</b> (
	<i>index</i> : <b>int</b> ,
<b>JScript</b>	<i>element</i> : <b>IRuleElement</b>
	) : <b>void</b> ;

Parameters

*index* **System.Int32**. The zero-based index location where the IRuleElement is being inserted.

*element* **System.Speech.Srgs.IRuleElement**. The new IRuleElement being inserted.

---

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## OnClear Method

---

Note: This documentation is preliminary and is subject to change.

### Definition

**Visual Basic** Overrides Protected Sub **OnClear()**  
**C#** protected override **void OnClear();**  
**Managed C++** protected: **void OnClear();**  
**JScript** protected override function **OnClear() : void;**

---

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## OnInsert Method

---

Note: This documentation is preliminary and is subject to change.

### Definition

**Visual Basic** Overrides Protected Sub **OnInsert(** \_  
     ByVal *index* As **Integer**, \_  
     ByVal *value* As **Object** \_  
     )  
**C#** protected override **void OnInsert(**  
     **int** *index*,  
     **object** *value*  
     );  
**Managed C++** protected: **void OnInsert(**  
     **int** *index*,  
     **Object\*** *value*  
     );  
**JScript** protected override function **OnInsert(**  
     *index* : **int**,  
     *value* : **Object**  
     ) : **void;**

### Parameters

*index* **System.Int32.**  
*value* **System.Object.**

---

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# OnRemove Method

---

Note: This documentation is preliminary and is subject to change.

## Definition

	Overrides Protected Sub <b>OnRemove</b> ( _
<b>Visual Basic</b>	ByVal <i>index</i> As <b>Integer</b> , _
	ByVal <i>value</i> As <b>Object</b> _
	)
	protected override <b>void</b> <b>OnRemove</b> (
<b>C#</b>	<b>int</b> <i>index</i> ,
	<b>object</b> <i>value</i>
	);
	protected: <b>void</b> <b>OnRemove</b> (
<b>Managed C++</b>	<b>int</b> <i>index</i> ,
	<b>Object*</b> <i>value</i>
	);
	protected override function <b>OnRemove</b> (
<b>JScript</b>	<i>index</i> : <b>int</b> ,
	<i>value</i> : <b>Object</b>
	) : <b>void</b> ;

## Parameters

*index* **System.Int32**.

*value* **System.Object**.

---

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# OnSet Method

---

Note: This documentation is preliminary and is subject to change.

## Definition

	Overrides Protected Sub <b>OnSet</b> ( _
<b>Visual Basic</b>	ByVal <i>index</i> As <b>Integer</b> , _
	ByVal <i>oldValue</i> As <b>Object</b> , _
	ByVal <i>newValue</i> As <b>Object</b> _
	)
	protected override <b>void</b> <b>OnSet</b> (
<b>C#</b>	<b>int</b> <i>index</i> ,
	<b>object</b> <i>oldValue</i> ,

```

        object newValue
    );
    protected: void OnSet(
        int index,
Managed C++   Object* oldValue,
                Object* newValue
    );
    protected override function OnSet(
JScript       index : int,
                oldValue : Object,
                newValue : Object
    ) : void;

```

#### Parameters

*index*      **System.Int32.**  
*oldValue*   **System.Object.**  
*newValue*   **System.Object.**

---

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## OnValidate Method

---

Note: This documentation is preliminary and is subject to change.

#### Definition

```

        Overrides Protected Sub OnValidate( _
Visual Basic   ByVal element As Object _
        )
        protected override void OnValidate(
C#             object element
        );
        protected: void OnValidate(
Managed C++   Object* element
        );
        protected override function OnValidate(
JScript       element : Object
        ) : void;

```

#### Parameters

*element* **System.Object.**

---

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## Remove Method

Note: This documentation is preliminary and is subject to change.

Removes the first occurrence of a specified `IRuleElement` from the `RuleElementCollection`.

### Definition

	Public Sub <b>Remove</b> ( _
<b>Visual Basic</b>	ByVal <i>element</i> As <u><b>IRuleElement</b></u> _
	)
	public <u><b>void</b></u> <b>Remove</b> (
<b>C#</b>	<u><b>IRuleElement</b></u> <i>element</i>
	);
	public: <u><b>void</b></u> <b>Remove</b> (
<b>Managed C++</b>	<u><b>IRuleElement*</b></u> <i>element</i>
	);
	public function <b>Remove</b> (
<b>JScript</b>	<i>element</i> : <u><b>IRuleElement</b></u>
	) : <u><b>void</b></u> ;

### Parameters

*element* **System.Speech.Srgs.IRuleElement**. The `IRuleElement` being removed from the `RuleElementCollection`.

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## RuleElementCollection Method

Note: This documentation is preliminary and is subject to change.

Creates a new `RuleElementCollection` and identifies its owning Rule class instance.

### Definition

	Public Sub <b>RuleElementCollection</b> ( _
<b>Visual Basic</b>	ByVal <i>owner</i> As <u><b>Rule</b></u> _
	)
	public <b>RuleElementCollection</b> (
<b>C#</b>	<u><b>Rule</b></u> <i>owner</i>
	);

```

        public: RuleElementCollection(
Managed C++    Rule* owner
        );
        public function RuleElementCollection(
JScript        owner: Rule
        );

```

#### Parameters

*owner* **System.Speech.Srgs.Rule**. Name of the Rule class instance associated with the RuleElementCollection.

---

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## Item Property

---

Note: This documentation is preliminary and is subject to change.

Retrieves an IRuleElement from the RuleElementCollection using a specified index value.

#### Definition

```

        Public Property Item(_
Visual Basic    ByVal index As Integer _
        ) As IRuleElement
        public IRuleElement this[
C#            int index
        ] { get; set; }
        public: __property IRuleElement* get_Item(
                int index
        );
Managed C++    public: __property void set_Item(
                int index,
                IRuleElement*
        );
JScript        In JScript, you can use indexed properties, but you cannot define your own.

```

#### Property Value

**System.Speech.Srgs.IRuleElement**.

This property is read/write.

#### Parameters

*index* **System.Int32**. Index value of the **IRuleElement** within the **RuleElementCollection**.

---

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## RuleRef Class

---

Note: This documentation is preliminary and is subject to change.

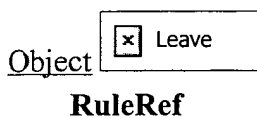
Example represents the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) ruleref element. See <http://www.w3.org/TR/speech-grammar/> for more information.

### Definition

	Public Class <b>RuleRef</b>
<b>Visual Basic</b>	Inherits <i>Object</i> Implements <i>IItemElement</i> , <i>IRuleElement</i>
<b>C#</b>	public class <b>RuleRef</b> : <i>Object</i> , <i>IItemElement</i> , <i>IRuleElement</i>
<b>Managed C++</b>	public __gc class <b>RuleRef</b> : public <i>Object</i> , <i>IItemElement</i> , <i>IRuleElement</i>
<b>JScript</b>	public class <b>RuleRef</b> extends <i>Object</i> implements <i>IRuleElement</i> , <i>IItemElement</i>

### Members Table

### Inheritance Hierarchy



### Class Information

<b>Namespace</b>	System.Speech.Srgs
<b>Assembly</b>	System.Speech (system.speech.dll)
<b>Strong Name</b>	System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## RuleRef Method

---

Note: This documentation is preliminary and is subject to change.

Class constructor

Overload List

```
public RuleRef()  
public RuleRef(String)  
public RuleRef(Rule)
```

Remarks

If the rule is part of the same grammar, the rule reference is a local reference. If the rule is part of another grammar, the rule reference is automatically determined based on the grammar that the rule comes from.

For example, if the rule is part of a grammar that was loaded with a call to Grammar.Load, the URI specified in that call will be used and the Rule.Id will be used for the local part.

For example the URI will appear in the form: "{0}#{1}", where 0=URI from Grammar.Load, and 1=Rule.Id. Another example is if the rule is part of a grammar that's been built dynamically the rule will automatically be added (at Commit time) to the Grammar that this rule reference is a part of, if it doesn't already appear there.

---

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## ToString Method

---

Note: This documentation is preliminary and is subject to change.

Definition

```
Visual Basic Overrides Public Function ToString() As String  
C# public override string ToString();  
Managed C++ public: String* ToString();  
JScript public override function ToString() : String;
```

Return Value

**System.String.**

---

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# Dictation Property

---

Note: This documentation is preliminary and is subject to change.

The Dictation SpecialRuleRef defines a rule that may match speech that matches the associated Dictation topic specified in the containing Grammar object.

## Definition

```
Visual Basic Public Shared ReadOnly Property Dictation As RuleRef
C# public static RuleRef Dictation { get; }
Managed C++ public: __property static RuleRef* get_Dictation();
JScript public static function get Dictation() : RuleRef
```

## Property Value

**System.Speech.Srgs.RuleRef.**

This property is read-only.

---

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# Uri Property

---

Note: This documentation is preliminary and is subject to change.

Gets and sets the universal resource indicator (URI) of the rule to which this RuleRef object refers.

## Definition

```
Visual Basic Public Property Uri As String
C# public string Uri { get; set; }
Managed C++ public: __property String* get_Uri();
                public: __property void set_Uri(String*);
JScript public function get Uri() : String
                public function set Uri(String);
```

## Property Value

**System.String.**

This property is read/write.

## Remarks

This can also be used to refer to dictation grammars. The general dictation model is referenced by: `AddRuleRef("recognitiontopic:general");` and a specific topic by, for example: `AddRuleRef("recognitiontopic:spelling");`

---

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## SpecialRuleRef Class

---

Note: This documentation is preliminary and is subject to change.

`SpecialRuleRef` class instance allow grammars based on context-free grammars (CFG) to have powerful additional features, such as transitions into dictation (both recognized or not recognized) and word sequences from SAPI 5.0.

## Definition

	<b>Public Class <code>SpecialRuleRef</code></b>
<b>Visual Basic</b>	Inherits <u><i>Object</i></u> Implements <u><i>IItemElement</i></u> , <u><i>IRuleElement</i></u>
<b>C#</b>	public class <b><code>SpecialRuleRef</code></b> : <u><i>Object</i></u> , <u><i>IItemElement</i></u> , <u><i>IRuleElement</i></u>
<b>Managed C++</b>	public __gc class <b><code>SpecialRuleRef</code></b> : public <u><i>Object</i></u> , <u><i>IItemElement</i></u> , <u><i>IRuleElement</i></u>
<b>JScript</b>	public class <b><code>SpecialRuleRef</code></b> extends <u><i>Object</i></u> implements <u><i>IRuleElement</i></u> , <u><i>IItemElement</i></u>

## Members Table

## Inheritance Hierarchy



## Class Information

<b>Namespace</b>	System.Speech.Srgs
<b>Assembly</b>	System.Speech (system.speech.dll)
<b>Strong Name</b>	System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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# Garbage Property

---

Note: This documentation is preliminary and is subject to change.

Gets the Garbage SpecialRuleRef that specifies a rule that may match any speech up until the next rule match, the next token or until the end of spoken input.

## Definition

```
Visual Basic Public Shared ReadOnly Property Garbage As SpecialRuleRef  
C# public static SpecialRuleRef Garbage { get; }  
Managed C++ public: __property static SpecialRuleRef* get_Garbage();  
JScript public static function get Garbage() : SpecialRuleRef
```

## Property Value

**System.Speech.Srgs.SpecialRuleRef.**

This property is read-only.

---

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# Null Property

---

Note: This documentation is preliminary and is subject to change.

Gets The Null SpecialRuleRef that specifies a rule that is automatically matched without the user speaking any word.

## Definition

```
Visual Basic Public Shared ReadOnly Property Null As SpecialRuleRef  
C# public static SpecialRuleRef Null { get; }  
Managed C++ public: __property static SpecialRuleRef* get_Null();  
JScript public static function get Null() : SpecialRuleRef
```

## Property Value

**System.Speech.Srgs.SpecialRuleRef.**

This property is read-only.

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## Type Property

---

Note: This documentation is preliminary and is subject to change.

Gets and sets the type of a `SpecialRuleRef` class instance that specifies the behavior of the reference.

### Definition

<b>Visual Basic</b>	Public Property <b>Type</b> As <u><code>SpecialRuleRefType</code></u>
<b>C#</b>	public <u><code>SpecialRuleRefType</code></u> <b>Type</b> { get; set; }
<b>Managed C++</b>	public: __property <u><code>SpecialRuleRefType</code></u> get_ <b>Type</b> (); public: __property void set_ <b>Type</b> ( <u><code>SpecialRuleRefType</code></u> );
<b>JScript</b>	public function get <b>Type</b> () : <u><code>SpecialRuleRefType</code></u> public function set <b>Type</b> ( <u><code>SpecialRuleRefType</code></u> );

### Property Value

**System.Speech.Srgs.SpecialRuleRefType.**

This property is read/write.

### Remarks

The type of the special rule reference specifies the behavior of the reference. For example, a special rule reference with a type of `SpecialRuleRefType.Dictation`, when included in a Rule, allows the rule to also include dictation as part of its context-free grammar recognition.

---

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## Void Property

---

Note: This documentation is preliminary and is subject to change.

Gets the Void `SpecialRuleRef` that specifies a rule that can never be spoken. Inserting Void into a sequence automatically makes that sequence unspeakable.

### Definition

<b>Visual Basic</b>	Public Shared ReadOnly Property <b>Void</b> As <u><code>SpecialRuleRef</code></u>
<b>C#</b>	public static <u><code>SpecialRuleRef</code></u> <b>Void</b> { get; }

**Managed C++** public: \_\_property static SpecialRuleRef\* get\_Void();  
**JScript** public static function get Void() : SpecialRuleRef

Property Value

**System.Speech.Srgs.SpecialRuleRef.**

This property is read-only.

---

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## WordSequence Property

---

Note: This documentation is preliminary and is subject to change.

Gets the WordSequence SpecialRuleRef that species a rule that may match recognized speech from an associated text buffer, or word sequence, on the containing Grammar class instance.

Definition

**Visual Basic** Public Shared ReadOnly Property WordSequence As SpecialRuleRef  
**C#** public static SpecialRuleRef WordSequence { get; }  
**Managed C++** public: \_\_property static SpecialRuleRef\* get\_WordSequence();  
**JScript** public static function get WordSequence() : SpecialRuleRef

Property Value

**System.Speech.Srgs.SpecialRuleRef.**

This property is read-only.

---

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## SrgsGrammar Class

---

Note: This documentation is preliminary and is subject to change.

Represents the logical housing for individual rules and dictation grammars.

Definition

**Visual Basic** Public Class SrgsGrammar

Inherits Grammar

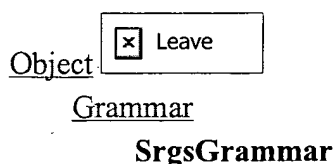
**C#**      public class **SrgsGrammar** : Grammar

**Managed C++** public \_\_gc class **SrgsGrammar** : public Grammar

**JScript**    public class **SrgsGrammar** extends Grammar

Members Table

Inheritance Hierarchy



Class Information

**Namespace** System.Speech.Srgs  
**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## Commit Method

---

Note: This documentation is preliminary and is subject to change.

Commits any changes to this SrgsGrammar class instance to the underlying Recognizer.

Definition

**Visual Basic** Public Sub **Commit()**  
**C#**      public **void** **Commit();**  
**Managed C++** public: **void** **Commit();**  
**JScript**    public function **Commit() : void;**

---

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## GetXml Method

---

Note: This documentation is preliminary and is subject to change.

Gets the markup representing this SrgsGrammar class instance.

#### Definition

```

Visual Basic Public Function GetXml() As String
C# public string GetXml();
Managed C++ public: String* GetXml();
JScript public function GetXml() : String;

```

#### Return Value

**System.String.**

Returns the markup representing the SrgsGrammar class instance.

---

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## Initialize Method

---

Note: This documentation is preliminary and is subject to change.

Initializes an SrgsGrammar object from an input/output stream.

#### Definition

```

Public Sub Initialize( _
Visual Basic ByVal stream As Stream _
)
public void Initialize(
C# Stream stream
);
public: void Initialize(
Managed C++ Stream* stream
);
public function Initialize(
JScript stream : Stream
) : void;

```

#### Parameters

*stream* **System.IO.Stream.** Stream from which to load and initialize the SrgsGrammar object.

#### Remarks

The grammar must be loaded into the recognizer by calling `SrgsGrammar::Commit()`;

---

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## Load Method

---

Note: This documentation is preliminary and is subject to change.

Loads an `SrgsGrammar` class instance from an input/output stream and optionally initializes its members.

Overload List

```
public Void Load (Stream, Boolean)  
public Void Load (String, Boolean)  
public Void Load (Stream)  
public Void Load (String)
```

---

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## Save Method

---

Note: This documentation is preliminary and is subject to change.

Saves an `SrgsGrammar` class instance to the specified universal resource identifier (URI).

Overload List

```
public Void Save (String)  
public Void Save (Stream)
```

---

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## SrgsGrammar Method

---

Note: This documentation is preliminary and is subject to change.

Creates a new `SrgsGrammar` class instance.

Overload List



```

public SrgsGrammar ()
public SrgsGrammar (String)
public SrgsGrammar (IRecognizer)

```

#### Remarks

The SrgsGrammar object is assigned to the default GrammarGroup for the specified Recognizer.

---

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## ToString Method

---

Note: This documentation is preliminary and is subject to change.

#### Definition

```

Visual Basic Overrides Public Function ToString() As String
C# public override string ToString();
Managed C++ public: String* ToString();
JScript public override function ToString() : String;

```

#### Return Value

**System.String.**

---

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## Language Property

---

Note: This documentation is preliminary and is subject to change.

Gets and sets the language of the SrgsGrammar class instance(xml:lang).

#### Definition

```

Visual Basic Public Property Language As CultureInfo Class
C# public CultureInfo Class Language { get; set; }
Managed C++ public: __property CultureInfo Class* get_Language();
public: __property void set_Language(CultureInfo Class*);
JScript public function get Language() : CultureInfo Class
public function set Language(CultureInfo Class);

```

## Property Value

**System.Globalization.CultureInfo.**

This property is read/write.

---

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# Mode Property

---

Note: This documentation is preliminary and is subject to change.

Gets and sets the SrgsGrammar grammar mode as either Voice or dual tone, multi-frequency (DTMF).

## Definition

<b>Visual Basic</b>	Public Property <b>Mode</b> As <u>GrammarMode</u>
<b>C#</b>	public <u>GrammarMode</u> <b>Mode</b> { get; set; }
<b>Managed C++</b>	public: __property <u>GrammarMode</u> get_ <b>Mode</b> (); public: __property void set_ <b>Mode</b> ( <u>GrammarMode</u> );
<b>JScript</b>	public function get <b>Mode</b> () : <u>GrammarMode</u> public function set <b>Mode</b> ( <u>GrammarMode</u> );

## Property Value

**System.Speech.Srgs.GrammarMode.**

This property is read/write.

---

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# Root Property

---

Note: This documentation is preliminary and is subject to change.

Gets and sets the root rule of the SrgsGrammar class instance (srgs:root).

## Definition

<b>Visual Basic</b>	Public Property <b>Root</b> As <u>Rule</u>
<b>C#</b>	public <u>Rule</u> <b>Root</b> { get; set; }
<b>Managed C++</b>	public: __property <u>Rule*</u> get_ <b>Root</b> (); public: __property void set_ <b>Root</b> ( <u>Rule*</u> );

**JScript**    public function get **Root()** : **Rule**  
             public function set **Root(Rule)**;

Property Value

**System.Speech.Srgs.Rule.**

This property is read/write.

---

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## Rules Property

---

Note: This documentation is preliminary and is subject to change.

Gets the collection of rules that this SrgsGrammar class instance contains.

Definition

**Visual Basic**    Public ReadOnly Property **Rules** As **RuleCollection**  
                 **C#**        public **RuleCollection Rules** { get; }  
**Managed C++**    public: \_\_property **RuleCollection\*** get\_**Rules**();  
                 **JScript**    public function get **Rules()** : **RuleCollection**

Property Value

**System.Speech.Srgs.RuleCollection.**

This property is read-only.

---

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## TagFormat Property

---

Note: This documentation is preliminary and is subject to change.

Gets and sets the format of the SrgsGrammar class instance Tag class instance (srgs:tag-format).

Definition

**Visual Basic**    Public Property **TagFormat** As **TagFormat**  
                 **C#**        public **TagFormat TagFormat** { get; set; }

<b>Managed C++</b>	public: __property <b>TagFormat</b> get <b>_TagFormat</b> (); public: __property void set <b>_TagFormat</b> ( <b>TagFormat</b> );
<b>JScript</b>	public function get <b>TagFormat</b> () : <b>TagFormat</b> public function set <b>TagFormat</b> ( <b>TagFormat</b> );

Property Value

**System.Speech.Srgs.TagFormat.**

This property is read/write.

---

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## XmlBase Property

---

Note: This documentation is preliminary and is subject to change.

Gets and sets the base universal resource identifier (URI) of the SrgsGrammar class instance (xml:base).

Definition

<b>Visual Basic</b>	Public Property <b>XmlBase</b> As <b>String</b>
<b>C#</b>	public <b>string</b> <b>XmlBase</b> { get; set; }
<b>Managed C++</b>	public: __property <b>String*</b> get <b>_XmlBase</b> (); public: __property void set <b>_XmlBase</b> ( <b>String*</b> );
<b>JScript</b>	public function get <b>XmlBase</b> () : <b>String</b> public function set <b>XmlBase</b> ( <b>String</b> );

Property Value

**System.String.**

This property is read/write.

---

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## SrgsText Class

---

Note: This documentation is preliminary and is subject to change.

Represents text content in Speech Recognition Grammar Specification (SRGS) markup.

Definition

**Visual Basic** Public Class **SrgsText**  
 Inherits *Object*  
 Implements *IItemElement*, *IRuleElement*

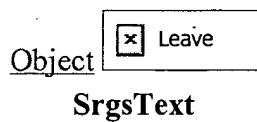
**C#** public class **SrgsText** : *Object*,  
*IItemElement*, *IRuleElement*

**Managed C++** public \_\_gc class **SrgsText** : public *Object*,  
*IItemElement*, *IRuleElement*

**JScript** public class **SrgsText** extends *Object*  
 implements *IRuleElement*, *IItemElement*

Members Table

Inheritance Hierarchy



Class Information

**Namespace** System.Speech.Srgs  
**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral,  
 PublicKeyToken=365143bb27e7ac8b

---

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## SrgsText Method

---

Note: This documentation is preliminary and is subject to change.

Initializes a new instance of the SrgsText class.

Overload List

public SrgsText()  
public SrgsText(String)

---

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## Text Property

Note: This documentation is preliminary and is subject to change.

Gets and sets the text of the SrgsText class instance.

#### Definition

<b>Visual Basic</b>	Public Property Text As <u>String</u>
<b>C#</b>	public <u>string</u> Text { get; set; }
<b>Managed C++</b>	public: __property <u>String</u> * get_Text(); public: __property void set_Text( <u>String</u> );
<b>JScript</b>	public function get Text() : <u>String</u> public function set Text( <u>String</u> );

#### Property Value

**System.String.**

This property is read/write.

---

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## Tag Class

---

Note: This documentation is preliminary and is subject to change.

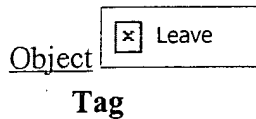
Represents the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) tag element. See <http://www.w3.org/TR/speech-grammar/> for more information.

#### Definition

	Public Class <b>Tag</b>
<b>Visual Basic</b>	Inherits <u>Object</u> Implements <u>IItemElement</u> , <u>IRuleElement</u>
<b>C#</b>	public class <b>Tag</b> : <u>Object</u> , <u>IItemElement</u> , <u>IRuleElement</u>
<b>Managed C++</b>	public __gc class <b>Tag</b> : public <u>Object</u> , <u>IItemElement</u> , <u>IRuleElement</u>
<b>JScript</b>	public class <b>Tag</b> extends <u>Object</u> implements <u>IRuleElement</u> , <u>IItemElement</u>

#### Members Table

#### Inheritance Hierarchy



## Class Information

**Namespace** System.Speech.Srgs  
**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## Tag Method

---

Note: This documentation is preliminary and is subject to change.

Initializes a new instance of the Tag class.

### Overload List

public Tag ()  
public Tag (String)

---

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## ToString Method

---

Note: This documentation is preliminary and is subject to change.

### Definition

**Visual Basic** Overrides Public Function **ToString()** As **String**  
**C#** public override **string ToString();**  
**Managed C++** public: **String\* ToString();**  
**JScript** public override function **ToString() : String;**

### Return Value

**System.String.**

---

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## Text Property

Note: This documentation is preliminary and is subject to change.

Gets and sets the text of the Tag class instance.

Definition

<b>Visual Basic</b>	Public Property Text As <u>String</u>
<b>C#</b>	public <u>string</u> Text { get; set; }
<b>Managed C++</b>	public: __property <u>String*</u> get_Text(); public: __property void set_Text( <u>String*</u> );
<b>JScript</b>	public function get Text() : <u>String</u> public function set Text( <u>String</u> );

Property Value

**System.String.**

This property is read/write.

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## Token Class

Note: This documentation is preliminary and is subject to change.

Token represents the World Wide Web Consortium (W3C) Speech Recognition Grammar Specification (SRGS) token element. See <http://www.w3.org/TR/speech-grammar/> for more information.

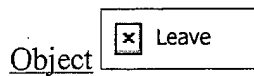
Definition

	Public Class <b>Token</b>
<b>Visual Basic</b>	Inherits <u>Object</u> Implements <u>IItemElement</u> , <u>IRuleElement</u>
<b>C#</b>	public class <b>Token</b> : <u>Object</u> , <u>IItemElement</u> , <u>IRuleElement</u>
<b>Managed C++</b>	public __gc class <b>Token</b> : public <u>Object</u> , <u>IItemElement</u> , <u>IRuleElement</u>
<b>JScript</b>	public class <b>Token</b> extends <u>Object</u> implements <u>IRuleElement</u> , <u>IItemElement</u>



Members Table

Inheritance Hierarchy



Remarks

Note that if multiple words are stored in a single Token, each is treated internally, and in the result, as a different token.

Class Information

**Namespace** System.Speech.Srgs  
**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## Token Method

---

Note: This documentation is preliminary and is subject to change.

Initializes a new instance of the Token class.

Overload List

public Token ()  
public Token (String)  
public Token (String, String)

Remarks

Creates a Token object with properties not yet set. The text property must be set prior to committing the associated rule(s) to the Grammar.

Creates a Token object with the Text property initially set to the text param passed in.

Creates a Token class instance with the Text property initially set to the text param passed in.

---

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## ToString Method

---

Note: This documentation is preliminary and is subject to change.

### Definition

**Visual Basic** Overrides Public Function ToString() As String

**C#** public override string ToString();

**Managed C++** public: String\* ToString();

**JScript** public override function ToString() : String;

### Return Value

**System.String.**

---

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## Pronunciation Property

---

Note: This documentation is preliminary and is subject to change.

Gets and sets pronunciation for the token.

### Definition

**Visual Basic** Public Property Pronunciation As String

**C#** public string Pronunciation { get; set; }

**Managed C++** public: \_\_property String\* get\_Pronunciation();

public: \_\_property void set\_Pronunciation(String\*);

**JScript** public function get Pronunciation() : String

public function set Pronunciation(String);

### Property Value

**System.String.**

This property is read/write.

### Remarks

This pronunciation is an extension to the World Wide Web Consortium (W3C) Speech

Recognition Grammar Specification (SRGS) format using the following namespace:  
<http://schemas.microsoft.com/Speech/2002/06/SGRSExtensions>

---

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## Text Property

---

Note: This documentation is preliminary and is subject to change.

Gets and sets the text contained within the Token class instance.

### Definition

<b>Visual Basic</b>	Public Property Text As <u>String</u>
<b>C#</b>	public <u>string</u> Text { get; set; }
<b>Managed C++</b>	public: __property <u>String</u> * get_Text(); public: __property void set_Text( <u>String</u> *);
<b>JScript</b>	public function get Text() : <u>String</u> public function set Text( <u>String</u> );

### Property Value

**System.String.**

This property is read/write.

---

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## ItemElement Interface

---

Note: This documentation is preliminary and is subject to change.

The ItemElement interface is an empty interface implemented by all Speech Recognition Grammar Specification (SRGS) elements that can be a child element of the item element. (Item, OneOf, RuleRef, SpecialRuleRef, Tag, Token, SrgsText)

### Definition

<b>Visual Basic</b>	Public Interface <b>ItemElement</b>
<b>C#</b>	public interface <b>ItemElement</b>
<b>Managed C++</b>	public __gc __interface <b>ItemElement</b>
<b>JScript</b>	public interface <b>ItemElement</b>

## Interface Information

**Namespace** System.Speech.Srgs  
**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

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## IRuleElement Interface

---

Note: This documentation is preliminary and is subject to change.

The IRuleElement interface is an empty interface implemented by all Speech Recognition Grammar Specification (SRGS) elements that can be a child element of the Rule element. (Example, Item, OneOf, RuleRef, SpecialRuleRef, Tag, Token, SrgsText)

## Definition

**Visual Basic** Public Interface **IRuleElement**  
**C#** public interface **IRuleElement**  
**Managed C++** public \_\_gc \_\_interface **IRuleElement**  
**JScript** public interface **IRuleElement**

## Interface Information

**Namespace** System.Speech.Srgs  
**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

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## GrammarMode Enumeration

---

Note: This documentation is preliminary and is subject to change.

Identifies the grammar mode as either Voice or dual tone, multi-frequency (DTMF).

## Definition

**Visual Basic** Public Enum **GrammarMode**

**C#**      public enum **GrammarMode**  
**Managed C++** \_\_value public enum **GrammarMode**  
**JScript**    public enum **GrammarMode**

#### Constants

Constant Name	Description
Voice	Specifies voice grammar mode.
Dtmf	Specifies dual tone, multi-frequency (DTMF) grammar mode.

#### Enumeration Information

**Namespace** System.Speech.Srgs  
**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

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## RuleScope Enumeration

---

Note: This documentation is preliminary and is subject to change.

RuleScope specifies how a rule behaves. The behavior includes whether or not it can be referenced by other rules and whether or not the rule can be activated.

#### Definition

**Visual Basic** Public Enum **RuleScope**  
**C#**      public enum **RuleScope**  
**Managed C++** \_\_value public enum **RuleScope**  
**JScript**    public enum **RuleScope**

#### Constants

Constant Name	Description
Public	Specifies a Public Rule. Rules identified as Public can be both activated as well as referenced by rules in other grammars
Private	Specifies a Private rule. Rules identified as Private cannot be activated, but they can be referenced by rules in the same grammar

#### Enumeration Information

**Namespace** System.Speech.Srgs  
**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## SpecialRuleRefType Enumeration

---

Note: This documentation is preliminary and is subject to change.

Special rule references allow grammars based on context-free grammars (CFG) to have powerful additional features, such as transitions into dictation (both recognized or not recognized) and word sequences from SAPI 5.0.

### Definition

**Visual Basic** Public Enum **SpecialRuleRefType**  
**C#** public enum **SpecialRuleRefType**  
**Managed C++** \_\_value public enum **SpecialRuleRefType**  
**JScript** public enum **SpecialRuleRefType**

### Constants

Constant Name	Description
Null	Specifies a rule that is automatically matched, that is, matched without the user speaking any word.
Void	Specifies a rule that can never be spoken. Inserting Void into a sequence automatically makes that sequence unspeakable.
Garbage	Specifies a rule that may match any speech up until the next rule match, the next token, or until the end of spoken input. Designed for applications that would like to recognize some phrases without failing due to irrelevant, or ignorable words.
WordSequence	Specifies a rule that may match recognized speech from an associated text buffer, or word sequence, on the containing Grammar object.

### Enumeration Information

**Namespace** System.Speech.Srgs  
**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

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## TagFormat Structure

---

Note: This documentation is preliminary and is subject to change.

TagFormat extensible enumeration.

### Definition

**Visual Basic** Public Structure TagFormat  
**C#** public struct TagFormat  
**Managed C++** public \_\_value struct TagFormat  
**JScript** In JScript, you can use structures, but you cannot define your own.

### Members Table

### Structure Information

**Namespace** System.Speech.Srgs  
**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## Equals Method

---

Note: This documentation is preliminary and is subject to change.

Compares the TagFormat class instance against another object.

### Overload List

[public override Boolean Equals \(Object\)](#)  
[public override Boolean Equals \(TagFormat\)](#)

---

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## GetHashCode Method

---

Note: This documentation is preliminary and is subject to change.

Creates a hash code from the TagFormat class instance string.

Definition

**Visual Basic** Overrides Public Function GetHashCode() As **Integer**  
**C#** public override **int** GetHashCode();  
**Managed C++** public: **int** GetHashCode();  
**JScript** public override function GetHashCode() : **int**;

Return Value

**System.Int32.**

Returns the hash value of the TagFormat class instance.

---

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## op\_Equality Method

---

Note: This documentation is preliminary and is subject to change.

TagFormat class equality comparison operator.

Definition

**Visual Basic** Public Shared Function op\_Equality( \_  
ByVal a As **TagFormat**, \_  
ByVal b As **TagFormat** \_  
) As **Boolean**  
**C#** public static **bool** op\_Equality(  
**TagFormat** a,  
**TagFormat** b  
);  
**Managed C++** public: static **bool** op\_Equality(  
**TagFormat** a,  
**TagFormat** b  
);  
**JScript** public static function op\_Equality(  
a : **TagFormat**,  
b : **TagFormat**  
) : **boolean**;



## Parameters

- a* **System.Speech.Srgs.TagFormat**. First TagFormat class instance being compared.  
*b* **System.Speech.Srgs.TagFormat**. Second TagFormat class instance being compared.

## Return Value

**System.Boolean**.

None.

---

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## op\_Inequality Method

---

Note: This documentation is preliminary and is subject to change.

TagFormat class inequality comparison operator.

## Definition

	Public Shared Function <b>op_Inequality</b> ( _
<b>Visual Basic</b>	ByVal <i>a</i> As <b>TagFormat</b> , _
	ByVal <i>b</i> As <b>TagFormat</b> _
	) As <b>Boolean</b>
	public static <b>bool</b> <b>op_Inequality</b> (
<b>C#</b>	<b>TagFormat</b> <i>a</i> ,
	<b>TagFormat</b> <i>b</i>
	);
	public: static <b>bool</b> <b>op_Inequality</b> (
<b>Managed C++</b>	<b>TagFormat</b> <i>a</i> ,
	<b>TagFormat</b> <i>b</i>
	);
	public static function <b>op_Inequality</b> (
<b>JScript</b>	<i>a</i> : <b>TagFormat</b> ,
	<i>b</i> : <b>TagFormat</b>
	) : <b>boolean</b> ;

## Parameters

- a* **System.Speech.Srgs.TagFormat**. First TagFormat class instance being compared.  
*b* **System.Speech.Srgs.TagFormat**. Second TagFormat class instance being compared.

## Return Value

**System.Boolean.**

None.

---

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## TagFormat Method

---

Note: This documentation is preliminary and is subject to change.

Initializes a new instance of the TagFormat class.

Definition

<b>Visual Basic</b>	Public Sub <b>TagFormat</b> ( ByVal <i>tagFormat</i> As <b>String</b> )
<b>C#</b>	public <b>TagFormat</b> ( <b>string</b> <i>tagFormat</i> );
<b>Managed C++</b>	public: <b>TagFormat</b> ( <b>String*</b> <i>tagFormat</i> );
<b>JScript</b>	public function <b>TagFormat</b> ( <i>tagFormat</i> : <b>String</b> );

Parameters

*tagFormat* **System.String**. Format of the new TagFormat class instance.

---

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## ToString Method

---

Note: This documentation is preliminary and is subject to change.

Creates a string representation of this TagFormat class instance.

Definition

<b>Visual Basic</b>	Overrides Public Function <b>ToString</b> () As <b>String</b>
<b>C#</b>	public override <b>string</b> <b>ToString</b> ();

```
Managed C++ public: String* ToString();  
JScript      public override function ToString() : String;
```

Return Value

**System.String.**

Returns the string representation of the TagFormat class instance.

---

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## DefaultSemantics Property

---

Note: This documentation is preliminary and is subject to change.

Default tag format

Definition

```
Visual Basic Public Shared ReadOnly Property DefaultSemantics As TagFormat  
C#          public static TagFormat DefaultSemantics { get; }  
Managed C++ public: __property static TagFormat get _DefaultSemantics();  
JScript     public static function get DefaultSemantics() : TagFormat
```

Property Value

**System.Speech.Srgs.TagFormat.**

This property is read-only.

---

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## MSSapiProperties Property

---

Note: This documentation is preliminary and is subject to change.

Sets the tag format to those described by the Microsoft Speech Applications Programming Interface (MS SAPI) Properties 1.0.

Definition

```
Visual Basic Public Shared ReadOnly Property MSSapiProperties As TagFormat
```

```

C#      public static TagFormat MSSapiProperties { get; }
Managed C++ public: __property static TagFormat get_MSSapiProperties();
JScript  public static function get MSSapiProperties() : TagFormat

```

Property Value

**System.Speech.Srgs.TagFormat.**

This property is read-only.

Examples

The following code specifies tag format to be as described by MS SAPI properties.

```

// - Add the rule to the grammar and set it as the Root rule.ChangeColorGrammar
' - Add the rule to the grammar and set it as the Root rule.ChangeColorGrammar.

```

---

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## MSSemanticInterpretation Property

---

Note: This documentation is preliminary and is subject to change.

Sets the tag format to those described by the Microsoft Semantic Interpretation 1.0.

Definition

```

Visual Basic  Public Shared ReadOnly Property MSSemanticInterpretation As TagFormat
C#      public static TagFormat MSSemanticInterpretation { get; }
Managed C++ public: __property static TagFormat get_MSSemanticInterpretation();
JScript  public static function get MSSemanticInterpretation() : TagFormat

```

Property Value

**System.Speech.Srgs.TagFormat.**

This property is read-only.

---

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## System.Speech.Synthesis

---

Note: This documentation is preliminary and is subject to change.

The following tables list the members exposed by the System.Speech.Synthesis namespace.

## Classes

<u>AudioLevelChangedEventArgs</u>	Provides data for the AudioLevelChanged event.
<u>BookmarkDetectedEventArgs</u>	Error handler
<u>SpeakCompletedEventArgs</u>	[To be provided]
<u>SpeakProgressChangedEventArgs</u>	[To be supplied.]
<u>SpeakToken</u>	Represents a single speak operation.
<u>SpeechSynthesizer</u>	[To be supplied.]
<u>SynthesisEventArgs</u>	Event handler for SpeakStarting and future events. Base class for all Speech Synthesis events.
<u>SynthesizePhonemeEventArgs</u>	[To be supplied.]
<u>SynthesizeVisemeEventArgs</u>	[To be supplied.]
<u>Voice</u>	[To be supplied.]
<u>VoiceAttributes</u>	Represents the attributes of the text-to-speech (TTS) voice.

## Enumerations

<u>SpeakPriority</u>	Indicates the speaking priority
<u>SpeechUnit</u>	Specifies the unit of speech.
<u>VoiceGender</u>	Identifies the gender of the voice used in text-to-speech synthesis.

## Structures

<u>SpeakMediaType</u>	SpeakMediaType identifies the format of the content to be spoken.
-----------------------	---

## Delegates

<u>AudioLevelChangedEventHandler</u>	Represents the method that will handle the AudioLevelChanged event.
<u>BookmarkDetectedEventHandler</u>	[To be supplied.]
<u>SpeakCompletedEventHandler</u>	[To be supplied.]
<u>SpeakProgressChangedEventHandler</u>	[To be supplied.]
<u>SynthesisEventHandler</u>	[To be supplied.]
<u>SynthesizePhonemeEventHandler</u>	[To be supplied.]
<u>SynthesizeVisemeEventHandler</u>	[To be supplied.]

---

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## AudioLevelChangedEventArgs Class

---

Note: This documentation is preliminary and is subject to change.

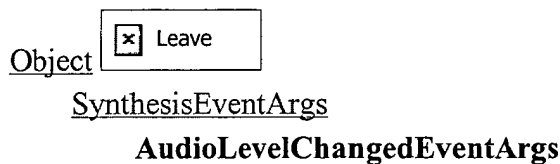
Provides data for the AudioLevelChanged event.

### Definition

<b>Visual Basic</b>	Public Class <b>AudioLevelChangedEventArgs</b> Inherits <u><a href="#">SynthesisEventArgs</a></u>
<b>C#</b>	public class <b>AudioLevelChangedEventArgs</b> : <u><a href="#">SynthesisEventArgs</a></u>
<b>Managed C++</b>	public __gc class <b>AudioLevelChangedEventArgs</b> : public <u><a href="#">SynthesisEventArgs</a></u>
<b>JScript</b>	public class <b>AudioLevelChangedEventArgs</b> extends <u><a href="#">SynthesisEventArgs</a></u>

### Members Table

### Inheritance Hierarchy



### Class Information

<b>Namespace</b>	System.Speech.Synthesis
<b>Assembly</b>	System.Speech (system.speech.dll)
<b>Strong Name</b>	System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## AudioLevelChangedEventArgs Method

---

Note: This documentation is preliminary and is subject to change.

Sets the audio level for the specified speak operation.

### Definition

	Public Sub <b>AudioLevelChangedEventArgs</b> ( _
	ByVal <i>speakToken</i> As <b>SpeakToken</b> , _
<b>Visual Basic</b>	ByVal <i>audioPosition</i> As <b>TimeSpan</b> , _
	ByVal <i>audioLevel</i> As <b>Integer</b> _
	)
	public <b>AudioLevelChangedEventArgs</b> (
	<b>SpeakToken</b> <i>speakToken</i> ,
<b>C#</b>	<b>TimeSpan</b> <i>audioPosition</i> ,
	<b>int</b> <i>audioLevel</i>
	);
	public: <b>AudioLevelChangedEventArgs</b> (
<b>Managed C++</b>	<b>SpeakToken</b> * <i>speakToken</i> ,
	<b>TimeSpan</b> <i>audioPosition</i> ,
	<b>int</b> <i>audioLevel</i>
	);
	public function <b>AudioLevelChangedEventArgs</b> (
	<i>speakToken</i> : <b>SpeakToken</b> ,
<b>JScript</b>	<i>audioPosition</i> : <b>TimeSpan</b> ,
	<i>audioLevel</i> : <b>int</b>
	);

#### Parameters

<i>speakToken</i>	<b>System.Speech.Synthesis.SpeakToken.</b>
<i>audioPosition</i>	<b>System.TimeSpan.</b>
<i>audioLevel</i>	<b>System.Int32.</b>

---

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## AudioLevel Property

---

Note: This documentation is preliminary and is subject to change.

Gets the audio level.

#### Definition

<b>Visual Basic</b>	Public ReadOnly Property <b>AudioLevel</b> As <b>Integer</b>
<b>C#</b>	public <b>int</b> <b>AudioLevel</b> { get; }
<b>Managed C++</b>	public: __property <b>int</b> get_ <b>AudioLevel</b> ();
<b>JScript</b>	public function get <b>AudioLevel</b> () : <b>int</b>

#### Property Value

**System.Int32.**

This property is read-only.

---

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## BookmarkDetectedEventArgs Class

---

Note: This documentation is preliminary and is subject to change.

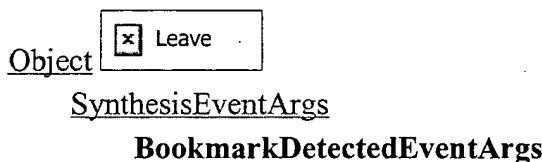
Error handler

Definition

<b>Visual Basic</b>	Public Class <b>BookmarkDetectedEventArgs</b> Inherits <i>SynthesisEventArgs</i>
<b>C#</b>	public class <b>BookmarkDetectedEventArgs</b> : <i>SynthesisEventArgs</i>
<b>Managed</b>	public __gc
<b>C++</b>	class <b>BookmarkDetectedEventArgs</b> : public <i>SynthesisEventArgs</i>
<b>JScript</b>	public class <b>BookmarkDetectedEventArgs</b> extends <i>SynthesisEventArgs</i>

Members Table

Inheritance Hierarchy



Class Information

<b>Namespace</b>	System.Speech.Synthesis
<b>Assembly</b>	System.Speech (system.speech.dll)
<b>Strong Name</b>	System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## BookmarkDetectedEventArgs Method

---

Note: This documentation is preliminary and is subject to change.

[To be supplied.]



## Definition

	Public Sub <b>BookmarkDetectedEventArgs</b> ( _
	ByVal <i>speakToken</i> As <u><b>SpeakToken</b></u> , _
<b>Visual Basic</b>	ByVal <i>audioPosition</i> As <u><b>TimeSpan</b></u> , _
	ByVal <i>bookmarkName</i> As <u><b>String</b></u> _
	)
	public <b>BookmarkDetectedEventArgs</b> (
	<u><b>SpeakToken</b></u> <i>speakToken</i> ,
<b>C#</b>	<u><b>TimeSpan</b></u> <i>audioPosition</i> ,
	<u><b>string</b></u> <i>bookmarkName</i>
	);
	public: <b>BookmarkDetectedEventArgs</b> (
	<u><b>SpeakToken</b></u> * <i>speakToken</i> ,
<b>Managed C++</b>	<u><b>TimeSpan</b></u> <i>audioPosition</i> ,
	<u><b>String</b></u> * <i>bookmarkName</i>
	);
	public function <b>BookmarkDetectedEventArgs</b> (
	<i>speakToken</i> : <u><b>SpeakToken</b></u> ,
<b>JScript</b>	<i>audioPosition</i> : <u><b>TimeSpan</b></u> ,
	<i>bookmarkName</i> : <u><b>String</b></u>
	);

## Parameters

<i>speakToken</i>	<b>System.Speech.Synthesis.SpeakToken.</b>
<i>audioPosition</i>	<b>System.TimeSpan.</b>
<i>bookmarkName</i>	<b>System.String.</b>

---

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## BookmarkName Property

---

Note: This documentation is preliminary and is subject to change.

Gets the name of the Bookmark.

## Definition

<b>Visual Basic</b>	Public ReadOnly Property <b>BookmarkName</b> As <u><b>String</b></u>
<b>C#</b>	public <u><b>string</b></u> <b>BookmarkName</b> { get; }
<b>Managed C++</b>	public: __property <u><b>String</b></u> * get_ <b>BookmarkName</b> ();
<b>JScript</b>	public function get <b>BookmarkName</b> () : <u><b>String</b></u>

## Property Value

**System.String.**

This property is read-only.

---

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## SpeakCompletedEventArgs Class

---

Note: This documentation is preliminary and is subject to change.

[To be provided]

### Definition

	Public Class <b>SpeakCompletedEventArgs</b>
<b>Visual Basic</b>	Inherits <i>err! bad xref:</i> <i><u>frlrfSystemComponentModelAsyncCompletedEventArgsClassTopic</u>; lookup failure; no href; no caption;</i>
<b>C#</b>	public class <b>SpeakCompletedEventArgs</b> : <i>err! bad xref:</i> <i><u>frlrfSystemComponentModelAsyncCompletedEventArgsClassTopic</u>; lookup failure; no href; no caption;</i>
<b>Managed C++</b>	public __gc class <b>SpeakCompletedEventArgs</b> : public <i>err! bad xref:</i> <i><u>frlrfSystemComponentModelAsyncCompletedEventArgsClassTopic</u>; lookup failure; no href; no caption;</i>
<b>JScript</b>	public class <b>SpeakCompletedEventArgs</b> extends <i>err! bad xref:</i> <i><u>frlrfSystemComponentModelAsyncCompletedEventArgsClassTopic</u>; lookup failure; no href; no caption;</i>

### Members Table

### Inheritance Hierarchy

*err! bad xref: frlrfSystemComponentModelAsyncCompletedEventArgsClassTopic;*  
*lookup failure; no href; no caption;*  
**SpeakCompletedEventArgs**

### Class Information

<b>Namespace</b>	System.Speech.Synthesis
<b>Assembly</b>	System.Speech (system.speech.dll)
<b>Strong Name</b>	System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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# SpeakCompletedEventArgs Method

---

Note: This documentation is preliminary and is subject to change.

Event handler that is invoked when a Speak method has concluded.

Definition

	Public Sub <b>SpeakCompletedEventArgs</b> ( _
	ByVal <i>error</i> As <u>Exception</u> , _
<b>Visual Basic</b>	ByVal <i>canceled</i> As <u>Boolean</u> , _
	ByVal <i>speakToken</i> As <u>SpeakToken</u> _
	)
	public <b>SpeakCompletedEventArgs</b> (
	<u>Exception</u> <i>error</i> ,
<b>C#</b>	<u>bool</u> <i>canceled</i> ,
	<u>SpeakToken</u> <i>speakToken</i>
	);
	public: <b>SpeakCompletedEventArgs</b> (
	<u>Exception*</u> <i>error</i> ,
<b>Managed C++</b>	<u>bool</u> <i>canceled</i> ,
	<u>SpeakToken*</u> <i>speakToken</i>
	);
	public function <b>SpeakCompletedEventArgs</b> (
	<i>error</i> : <u>Exception</u> ,
<b>JScript</b>	<i>canceled</i> : <u>boolean</u> ,
	<i>speakToken</i> : <u>SpeakToken</u>
	);

Parameters

<i>error</i>	<b>System.Exception.</b>
<i>canceled</i>	<b>System.Boolean.</b>
<i>speakToken</i>	<b>System.Speech.Synthesis.SpeakToken.</b>

---

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## SpeakToken Property

---

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition

**Visual Basic** Public ReadOnly Property **SpeakToken** As SpeakToken  
**C#** public SpeakToken **SpeakToken** { get; }  
**Managed C++** public: \_\_property SpeakToken\* get\_SpeakToken();  
**JScript** public function get **SpeakToken**() : SpeakToken

Property Value

**System.Speech.Synthesis.SpeakToken.**

This property is read-only.

---

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## SpeakProgressChangedEventArgs Class

---

Note: This documentation is preliminary and is subject to change.

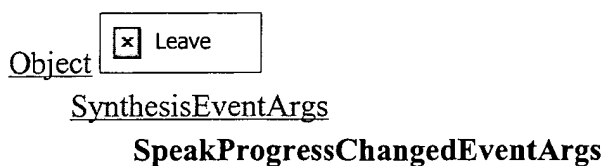
[To be supplied.]

Definition

**Visual Basic** Public Class **SpeakProgressChangedEventArgs**  
**Basic** Inherits SynthesisEventArgs  
**C#** public class **SpeakProgressChangedEventArgs** : SynthesisEventArgs  
**Managed C++** public \_\_gc  
**C++** class **SpeakProgressChangedEventArgs** : public SynthesisEventArgs  
**JScript** public class **SpeakProgressChangedEventArgs** extends SynthesisEventArgs

Members Table

Inheritance Hierarchy



Class Information

**Namespace** System.Speech.Synthesis  
**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## SpeakProgressChangedEventArgs Method

---

Note: This documentation is preliminary and is subject to change.

Event handler that is invoked when a Speak method is in progress.

### Definition

	Public Sub <b>SpeakProgressChangedEventArgs</b> ( _
	ByVal <i>speakToken</i> As <b>SpeakToken</b> , _
<b>Visual Basic</b>	ByVal <i>audioPosition</i> As <b>TimeSpan</b> , _
	ByVal <i>characterPosition</i> As <b>Integer</b> _
	)
	public <b>SpeakProgressChangedEventArgs</b> (
	<b>SpeakToken</b> <i>speakToken</i> ,
<b>C#</b>	<b>TimeSpan</b> <i>audioPosition</i> ,
	<b>int</b> <i>characterPosition</i>
	);
	public: <b>SpeakProgressChangedEventArgs</b> (
	<b>SpeakToken</b> * <i>speakToken</i> ,
<b>Managed C++</b>	<b>TimeSpan</b> <i>audioPosition</i> ,
	<b>int</b> <i>characterPosition</i>
	);
	public function <b>SpeakProgressChangedEventArgs</b> (
	<i>speakToken</i> : <b>SpeakToken</b> ,
<b>JScript</b>	<i>audioPosition</i> : <b>TimeSpan</b> ,
	<i>characterPosition</i> : <b>int</b>
	);

### Parameters

<i>speakToken</i>	<b>System.Speech.Synthesis.SpeakToken</b> .
<i>audioPosition</i>	<b>System.TimeSpan</b> .
<i>characterPosition</i>	<b>System.Int32</b> .

---

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## CharacterPosition Property

---

Note: This documentation is preliminary and is subject to change.

Gets the current character position within text where speech is being synthesized.

#### Definition

**Visual Basic** Public ReadOnly Property **CharacterPosition** As Integer  
**C#** public int **CharacterPosition** { get; }  
**Managed C++** public: \_\_property int get\_**CharacterPosition**();  
**JScript** public function get **CharacterPosition**() : int

#### Property Value

**System.Int32.**

This property is read-only.

---

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## SpeakToken Class

---

Note: This documentation is preliminary and is subject to change.

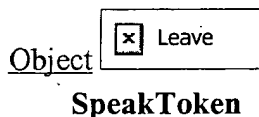
Represents a single speak operation.

#### Definition

**Visual Basic** Public Class **SpeakToken**  
Inherits Object  
**C#** public class **SpeakToken** : Object  
**Managed C++** public \_\_gc class **SpeakToken** : public Object  
**JScript** public class **SpeakToken** extends Object

#### Members Table

#### Inheritance Hierarchy



#### Class Information

**Namespace** System.Speech.Synthesis  
**Assembly** System.Speech (system.speech.dll)  
**Strong** System.Speech, Version=6.0.4044.0, Culture=neutral,

**Name**     PublicKeyToken=365143bb27e7ac8b

---

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## Cancel Method

---

Note: This documentation is preliminary and is subject to change.

Cancels a speak operation asynchronously.

Definition

**Visual Basic**   Public Sub **Cancel()**  
    **C#**            public **void** **Cancel()**;  
**Managed C++**   public: **void** **Cancel()**;  
    **JScript**      public function **Cancel()** : **void**;

---

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## ToString Method

---

Note: This documentation is preliminary and is subject to change.

Gets a string representing the content of a speak operation.

Definition

**Visual Basic**   Overrides Public Function **ToString()** As **String**  
    **C#**            public override **string** **ToString()**;  
**Managed C++**   public: **String\*** **ToString()**;  
    **JScript**      public override function **ToString()** : **String**;

Return Value

**System.String.**

---

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## SpeechSynthesizer Class

---

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

#### Definition

**Visual Basic** Public Class **SpeechSynthesizer**  
                   Inherits *Object*

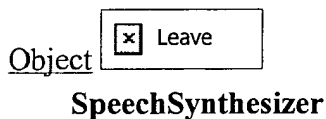
**C#**           public class **SpeechSynthesizer** : *Object*

**Managed C++** public \_\_gc class **SpeechSynthesizer** : public *Object*

**JScript**      public class **SpeechSynthesizer** extends *Object*

#### Members Table

#### Inheritance Hierarchy



#### Class Information

**Namespace** System.Speech.Synthesis

**Assembly** System.Speech (system.speech.dll)

**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## Clear Method

---

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

#### Definition

**Visual Basic** Public Sub **Clear()**

**C#**           public **void** **Clear();**

**Managed C++** public: **void** **Clear();**

**JScript**      public function **Clear()** : **void;**

---

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## Dispose Method

---

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Overload List

```
public Void Dispose ()  
public Void Dispose (Boolean)
```

---

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## Finalize Method

---

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition

```
Visual Basic Overrides Protected Sub Finalize()  
    C#      ~SpeechSynthesizer();  
Managed C++ ~SpeechSynthesizer();  
    JScript protected override function Finalize() : void;
```

---

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## Pause Method

---

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition

```
Visual Basic Public Sub Pause()  
    C#      public void Pause();  
Managed C++ public: void Pause();  
    JScript public function Pause() : void;
```

---

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## Resume Method

---

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

### Definition

```

Visual Basic Public Sub Resume()
C#           public void Resume();
Managed C++ public: void Resume();
JScript     public function Resume() : void;
  
```

---

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## Skip Method

---

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

### Definition

```

Visual Basic Public Function Skip( _
                ByVal count As Integer, _
                ByVal unit As SpeechUnit _
                ) As Integer
C#           public int Skip(
                int count,
                SpeechUnit unit
                );
Managed C++ public: int Skip(
                int count,
                SpeechUnit unit
                );
JScript     public function Skip(
                count : int,
                unit : SpeechUnit
                ) : int;
  
```

### Parameters

*count* **System.Int32.**  
*unit* **System.Speech.Synthesis.SpeechUnit.**

Return Value

**System.Int32.**

---

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## SpeechSynthesizer Method

---

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition

**Visual Basic** **Public Sub SpeechSynthesizer()**  
**C#** **public SpeechSynthesizer();**  
**Managed C++** **public: SpeechSynthesizer();**  
**JScript** **public function SpeechSynthesizer();**

---

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## CurrentToken Property

---

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition

**Visual Basic** **Public ReadOnly Property CurrentToken As SpeakToken**  
**C#** **public SpeakToken CurrentToken { get; }**  
**Managed C++** **public: \_\_property SpeakToken\* get\_CurrentToken();**  
**JScript** **public function get CurrentToken() : SpeakToken**

Property Value

**System.Speech.Synthesis.SpeakToken.**

This property is read-only.

---

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## RateMultiplier Property

---

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

### Definition

<b>Visual Basic</b>	Public Property <b>RateMultiplier</b> As <u>Single</u>
<b>C#</b>	public <u>float</u> <b>RateMultiplier</b> { get; set; }
<b>Managed C++</b>	public: __property <u>float</u> get <b>RateMultiplier</b> (); public: __property void set <b>RateMultiplier</b> ( <u>float</u> );
<b>JScript</b>	public function get <b>RateMultiplier</b> () : <u>float</u> public function set <b>RateMultiplier</b> ( <u>float</u> );

### Property Value

**System.Single.**

This property is read/write.

---

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## SystemSynthesizer Property

---

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

### Definition

<b>Visual Basic</b>	Public Shared ReadOnly Property <b>SystemSynthesizer</b> As <u>SpeechSynthesizer</u>
<b>C#</b>	public static <u>SpeechSynthesizer</u> <b>SystemSynthesizer</b> { get; }
<b>Managed C++</b>	public: __property static <u>SpeechSynthesizer*</u> get <b>SystemSynthesizer</b> ();
<b>JScript</b>	public static function get <b>SystemSynthesizer</b> () : <u>SpeechSynthesizer</u>

### Property Value

**System.Speech.Synthesis.SpeechSynthesizer.**

This property is read-only.

---

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## VolumeMultiplier Property

---

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

### Definition

<b>Visual Basic</b>	Public Property <b>VolumeMultiplier</b> As <u>Single</u>
<b>C#</b>	public <u>float</u> <b>VolumeMultiplier</b> { get; set; }
<b>Managed C++</b>	public: __property <u>float</u> get_ <b>VolumeMultiplier</b> (); public: __property void set_ <b>VolumeMultiplier</b> ( <u>float</u> );
<b>JScript</b>	public function get <b>VolumeMultiplier</b> () : <u>float</u> public function set <b>VolumeMultiplier</b> ( <u>float</u> );

### Property Value

**System.Single.**

This property is read/write.

---

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## AudioLevelChanged Event

---

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

### Definition

<b>Visual Basic</b>	Public Event <b>AudioLevelChanged</b> As <u>AudioLevelChangedEventHandler</u>
<b>C#</b>	public event <u>AudioLevelChangedEventHandler</u> <b>AudioLevelChanged</b> ;
<b>Managed C++</b>	public: __event <b>AudioLevelChanged</b> ;
<b>JScript</b>	In JScript, you can use events, but you cannot define your own:

---

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## SynthesizePhoneme Event

---

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

### Definition

**Visual Basic** Public Event **SynthesizePhoneme** As *SynthesizePhonemeEventHandler*

**C#** public event *SynthesizePhonemeEventHandler* **SynthesizePhoneme**;

**Managed C++** public: \_\_event **SynthesizePhoneme**;

**JScript** In JScript, you can use events, but you cannot define your own.

---

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## SynthesizeViseme Event

---

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

### Definition

**Visual Basic** Public Event **SynthesizeViseme** As *SynthesizeVisemeEventHandler*

**C#** public event *SynthesizeVisemeEventHandler* **SynthesizeViseme**;

**Managed C++** public: \_\_event **SynthesizeViseme**;

**JScript** In JScript, you can use events, but you cannot define your own.

---

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## SynthesisEventArgs Class

---

Note: This documentation is preliminary and is subject to change.

Event handler for SpeakStarting and future events. Base class for all Speech Synthesis events.

### Definition

**Visual Basic** Public Class **SynthesisEventArgs**  
Inherits Object

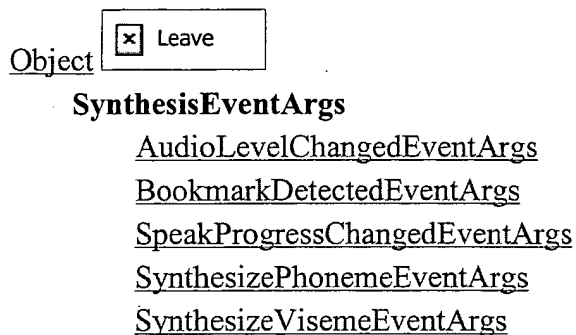
**C#** public class **SynthesisEventArgs** : Object

**Managed C++** public \_\_gc class **SynthesisEventArgs** : public Object

**JScript** public class **SynthesisEventArgs** extends Object

Members Table

Inheritance Hierarchy



Class Information

**Namespace** System.Speech.Synthesis

**Assembly** System.Speech (system.speech.dll)

**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## SynthesisEventArgs Method

---

Note: This documentation is preliminary and is subject to change.

Event handler for speech synthesis events.

Definition

**Visual Basic** Public Sub **SynthesisEventArgs**(  
ByVal speechToken As SpeakToken,  
ByVal audioPosition As TimeSpan  
)  
  
**C#** public **SynthesisEventArgs**(  
SpeakToken speechToken,  
TimeSpan audioPosition  
);

```

        public: SynthesisEventArgs(
Managed C++    SpeakToken* speakToken,
                TimeSpan audioPosition
        );
        public function SynthesisEventArgs(
JScript        speakToken : SpeakToken,
                audioPosition : TimeSpan
        );

```

#### Parameters

*speakToken*    **System.Speech.Synthesis.SpeakToken.**  
*audioPosition* **System.TimeSpan.**

---

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## AudioPosition Property

---

Note: This documentation is preliminary and is subject to change.

Gets the position within the spoken text at which the synthesis event occurred.

#### Definition

```

Visual Basic Public ReadOnly Property AudioPosition As TimeSpan
C#           public TimeSpan AudioPosition { get; }
Managed C++ public: __property TimeSpan get_AudioPosition();
JScript       public function get AudioPosition() : TimeSpan

```

#### Property Value

**System.TimeSpan.**

This property is read-only.

---

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## SpeakToken Property

---

Note: This documentation is preliminary and is subject to change.

Gets the identity of the Speak method call that raised the synthesis event.



## Definition

**Visual Basic** Public ReadOnly Property **SpeakToken** As SpeakToken  
**C#** public SpeakToken **SpeakToken** { get; }  
**Managed C++** public: \_\_property SpeakToken\* get\_**SpeakToken**();  
**JScript** public function get **SpeakToken**() : SpeakToken

## Property Value

**System.Speech.Synthesis.SpeakToken.**

This property is read-only.

---

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## SynthesizePhonemeEventArgs Class

---

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

## Definition

**Visual Basic** Public Class **SynthesizePhonemeEventArgs**  
Inherits SynthesisEventArgs  
**C#** public class **SynthesizePhonemeEventArgs** : SynthesisEventArgs  
**Managed C++** public \_\_gc  
class **SynthesizePhonemeEventArgs** : public SynthesisEventArgs  
**JScript** public class **SynthesizePhonemeEventArgs** extends SynthesisEventArgs

## Members Table

## Inheritance Hierarchy



## Class Information

**Namespace** System.Speech.Synthesis  
**Assembly** System.Speech (system.speech.dll)  
**Strong** System.Speech, Version=6.0.4044.0, Culture=neutral,

Name PublicKeyToken=365143bb27e7ac8b

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## SynthesizePhonemeEventArgs Method

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition

Visual Basic	<pre>Public Sub SynthesizePhonemeEventArgs( _     ByVal speakToken As <u>SpeakToken</u>, _     ByVal audioPosition As <u>TimeSpan</u>, _     ByVal currentPhoneme As <u>Integer</u>, _     ByVal duration As <u>TimeSpan</u>, _     ByVal features As <u>Integer</u>, _     ByVal nextPhoneme As <u>Integer</u> _ )</pre>
C#	<pre>public SynthesizePhonemeEventArgs(     <u>SpeakToken</u> speakToken,     <u>TimeSpan</u> audioPosition,     <u>int</u> currentPhoneme,     <u>TimeSpan</u> duration,     <u>int</u> features,     <u>int</u> nextPhoneme );</pre>
Managed C++	<pre>public: SynthesizePhonemeEventArgs(     <u>SpeakToken</u>* speakToken,     <u>TimeSpan</u> audioPosition,     <u>int</u> currentPhoneme,     <u>TimeSpan</u> duration,     <u>int</u> features,     <u>int</u> nextPhoneme );</pre>
JScript	<pre>public function SynthesizePhonemeEventArgs(     speakToken : <u>SpeakToken</u>,     audioPosition : <u>TimeSpan</u>,     currentPhoneme : <u>int</u>,     duration : <u>TimeSpan</u>,     features : <u>int</u>,     nextPhoneme : <u>int</u> );</pre>

Parameters

<i>SpeakToken</i>	<b>System.Speech.Synthesis.SpeakToken.</b>
<i>audioPosition</i>	<b>System.TimeSpan.</b>
<i>currentPhoneme</i>	<b>System.Int32.</b>
<i>duration</i>	<b>System.TimeSpan.</b>
<i>features</i>	<b>System.Int32.</b>
<i>nextPhoneme</i>	<b>System.Int32.</b>

---

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## CurrentPhoneme Property

---

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

### Definition

**Visual Basic** Public ReadOnly Property **CurrentPhoneme** As Integer  
**C#** public int **CurrentPhoneme** { get; }  
**Managed C++** public: \_\_property int get **CurrentPhoneme**();  
**JScript** public function get **CurrentPhoneme**() : int

### Property Value

**System.Int32.**

This property is read-only.

---

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## Duration Property

---

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

### Definition

**Visual Basic** Public ReadOnly Property **Duration** As TimeSpan  
**C#** public TimeSpan **Duration** { get; }  
**Managed C++** public: \_\_property TimeSpan get **Duration**();

**JScript**    public function get **Duration()** : **TimeSpan**

Property Value

**System.TimeSpan.**

This property is read-only.

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## NextPhoneme Property

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition

**Visual Basic**    Public ReadOnly Property **NextPhoneme** As **Integer**

**C#**            public **int** **NextPhoneme** { get; }

**Managed C++**    public: \_\_property **int** get\_**NextPhoneme**();

**JScript**        public function get **NextPhoneme()** : **int**

Property Value

**System.Int32.**

This property is read-only.

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## SynthesizeVisemeEventArgs Class

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition


**Visual Basic**    Public Class **SynthesizeVisemeEventArgs**  
                     Inherits **SynthesisEventArgs**

**C#**            public class **SynthesizeVisemeEventArgs** : **SynthesisEventArgs**

**Managed** public \_\_gc  
**C++** class SynthesizeVisemeEventArgs : public SynthesisEventArgs  
**JScript** public class SynthesizeVisemeEventArgs extends SynthesisEventArgs

Members Table

Inheritance Hierarchy

Object  Leave

SynthesisEventArgs

**SynthesizeVisemeEventArgs**

Class Information

**Namespace** System.Speech.Synthesis  
**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## SynthesizeVisemeEventArgs Method

---

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

Definition

<b>Visual Basic</b>	<pre>Public Sub SynthesizeVisemeEventArgs( _     ByVal speakToken As <u>SpeakToken</u>, _     ByVal audioPosition As <u>TimeSpan</u>, _     ByVal currentViseme As <u>Integer</u>, _     ByVal duration As <u>TimeSpan</u>, _     ByVal features As <u>Integer</u>, _     ByVal nextViseme As <u>Integer</u> _ )</pre>
<b>C#</b>	<pre>public SynthesizeVisemeEventArgs(     <u>SpeakToken</u> speakToken,     <u>TimeSpan</u> audioPosition,     <u>int</u> currentViseme,     <u>TimeSpan</u> duration,     <u>int</u> features,     <u>int</u> nextViseme</pre>

```

Managed C++
    );
    public: SynthesizeVisemeEventArgs(
        SpeakToken* speakToken,
        TimeSpan audioPosition,
        int currentViseme,
        TimeSpan duration,
        int features,
        int nextViseme
    );

JScript
    public function SynthesizeVisemeEventArgs(
        speakToken : SpeakToken,
        audioPosition : TimeSpan,
        currentViseme : int,
        duration : TimeSpan,
        features : int,
        nextViseme : int
    );

```

#### Parameters

<i>speakToken</i>	System.Speech.Synthesis.SpeakToken.
<i>audioPosition</i>	System.TimeSpan.
<i>currentViseme</i>	System.Int32.
<i>duration</i>	System.TimeSpan.
<i>features</i>	System.Int32.
<i>nextViseme</i>	System.Int32.

---

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## CurrentViseme Property

---

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

#### Definition

<b>Visual Basic</b>	Public ReadOnly Property <b>CurrentViseme</b> As <u>Integer</u>
<b>C#</b>	public <u>int</u> <b>CurrentViseme</b> { get; }
<b>Managed C++</b>	public: __property <u>int</u> get_ <b>CurrentViseme</b> ();
<b>JScript</b>	public function get <b>CurrentViseme</b> () : <u>int</u>

#### Property Value

**System.Int32.**

This property is read-only.

---

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## Duration Property

---

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

### Definition

**Visual Basic** Public ReadOnly Property **Duration** As TimeSpan  
**C#** public TimeSpan **Duration** { get; }  
**Managed C++** public: \_\_property TimeSpan get\_**Duration**();  
**JScript** public function get **Duration**() : TimeSpan

### Property Value

**System.TimeSpan.**

This property is read-only.

---

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## NextViseme Property

---

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

### Definition

**Visual Basic** Public ReadOnly Property **NextViseme** As Integer  
**C#** public int **NextViseme** { get; }  
**Managed C++** public: \_\_property int get\_**NextViseme**();  
**JScript** public function get **NextViseme**() : int

### Property Value

**System.Int32.**

This property is read-only.

---

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## Voice Class

---

Note: This documentation is preliminary and is subject to change.

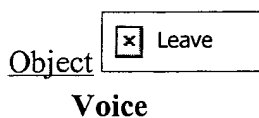
[To be supplied.]

### Definition

	<b>Public Class Voice</b>
<b>Visual Basic</b>	Inherits <i>Object</i> Implements <i>IDisposable</i>
<b>C#</b>	public class <b>Voice</b> : <i>Object</i> , <i>IDisposable</i>
<b>Managed C++</b>	public __gc class <b>Voice</b> : public <i>Object</i> , <i>IDisposable</i>
<b>JScript</b>	public class <b>Voice</b> extends <i>Object</i> implements <i>IDisposable</i>

### Members Table

### Inheritance Hierarchy



### Class Information

<b>Namespace</b>	System.Speech.Synthesis
<b>Assembly</b>	System.Speech (system.speech.dll)
<b>Strong Name</b>	System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## CancelSpeakAsync Method

---



Note: This documentation is preliminary and is subject to change.

[To be supplied.]

#### Definition

<b>Visual Basic</b>	Public Sub <b>CancelSpeakAsync</b> ( _ ByVal <i>token</i> As <b>SpeakToken</b> _ )
<b>C#</b>	public <b>void</b> <b>CancelSpeakAsync</b> ( <b>SpeakToken</b> <i>token</i> );
<b>Managed C++</b>	public: <b>void</b> <b>CancelSpeakAsync</b> ( <b>SpeakToken</b> * <i>token</i> );
<b>JScript</b>	public function <b>CancelSpeakAsync</b> ( <i>token</i> : <b>SpeakToken</b> ) : <b>void</b> ;

#### Parameters

*token* **System.Speech.Synthesis.SpeakToken.**

---

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## Dispose Method

---

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

#### Overload List

public Void Dispose ()  
public Void Dispose (Boolean)

---

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## Finalize Method

---

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

## Definition

**Visual Basic** Overrides Protected Sub **Finalize()**  
**C#** ~Voice();  
**Managed C++** ~Voice();  
**JScript** protected override function **Finalize()** : **void**;

---

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# Speak Method

---

Note: This documentation is preliminary and is subject to change.

Speaks the specified text using text-to-speech (TTS).

## Overload List

public Void Speak (String)  
public Void Speak (String, SpeakMediaType)

---

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# SpeakAsync Method

---

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

## Overload List

public SpeakToken SpeakAsync (String)  
public SpeakToken SpeakAsync (String, SpeakMediaType)

---

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# SpeakFile Method

---

Note: This documentation is preliminary and is subject to change.

Speaks the contents of the specified file.

## Overload List

public Void SpeakFile (String)  
public Void SpeakFile (String, SpeakMediaType)

---

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# SpeakFileAsync Method

---

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

## Overload List

public SpeakToken SpeakFileAsync (String)  
public SpeakToken SpeakFileAsync (String, SpeakMediaType)

---

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# Voice Method

---

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

## Overload List

public Voice ()  
public Voice (VoiceAttributes)  
public Voice (VoiceAttributes, SpeechSynthesizer)

---

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# Attributes Property

---

Note: This documentation is preliminary and is subject to change.

Gets the attributes describing the characteristics of the voice.

## Definition

**Visual Basic** Public ReadOnly Property Attributes As VoiceAttributes  
**C#** public VoiceAttributes Attributes { get; }  
**Managed C++** public: \_\_property VoiceAttributes\* get\_Attributes();  
**JScript** public function get Attributes() : VoiceAttributes

## Property Value

**System.Speech.Synthesis.VoiceAttributes.**

This property is read-only.

---

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## Priority Property

---

Note: This documentation is preliminary and is subject to change.

Gets and sets the speaking priority of the text.

## Definition

**Visual Basic** Public Property Priority As SpeakPriority  
**C#** public SpeakPriority Priority { get; set; }  
**Managed C++** public: \_\_property SpeakPriority get\_Priority();  
 public: \_\_property void set\_Priority(SpeakPriority);  
**JScript** public function get Priority() : SpeakPriority  
 public function set Priority(SpeakPriority);

## Property Value

**System.Speech.Synthesis.SpeakPriority.**

This property is read/write.

---

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## Rate Property

---

Note: This documentation is preliminary and is subject to change.

Gets and sets the rate of speech used in text-to-speech (TTS) synthesis.

#### Definition

<b>Visual Basic</b>	Public Property <b>Rate</b> As <u>Single</u>
<b>C#</b>	public <u>float</u> <b>Rate</b> { get; set; }
<b>Managed C++</b>	public: __property <u>float</u> get_ <b>Rate</b> (); public: __property void set_ <b>Rate</b> ( <u>float</u> );
<b>JScript</b>	public function get <b>Rate</b> () : <u>float</u> public function set <b>Rate</b> ( <u>float</u> );

#### Property Value

**System.Single.**

This property is read/write.

#### Remarks

Rate must be a floating point value greater than zero.

---

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## Synthesizer Property

---

Note: This documentation is preliminary and is subject to change.

Gets and Sets the synthesizer where the voice is to be used.

#### Definition

<b>Visual Basic</b>	Public Property <b>Synthesizer</b> As <u>SpeechSynthesizer</u>
<b>C#</b>	public <u>SpeechSynthesizer</u> <b>Synthesizer</b> { get; set; }
<b>Managed C++</b>	public: __property <u>SpeechSynthesizer*</u> get_ <b>Synthesizer</b> (); public: __property void set_ <b>Synthesizer</b> ( <u>SpeechSynthesizer*</u> );
<b>JScript</b>	public function get <b>Synthesizer</b> () : <u>SpeechSynthesizer</u> public function set <b>Synthesizer</b> ( <u>SpeechSynthesizer</u> );

#### Property Value

**System.Speech.Synthesis.SpeechSynthesizer.**

This property is read/write.

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## Volume Property

---

Note: This documentation is preliminary and is subject to change.

Gets and sets the volume level of text-to-speech (TTS) synthesis.

### Definition

<b>Visual Basic</b>	Public Property <b>Volume</b> As <u>Single</u>
<b>C#</b>	public <b>float</b> <b>Volume</b> { get; set; }
<b>Managed C++</b>	public: __property <b>float</b> get_ <b>Volume</b> (); public: __property void set_ <b>Volume</b> ( <b>float</b> );
<b>JScript</b>	public function get <b>Volume</b> () : <b>float</b> public function set <b>Volume</b> ( <b>float</b> );

### Property Value

**System.Single.**

This property is read/write.

### Remarks

The value of Volume must be a floating point number between 0 and 100.

---

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## BookmarkDetected Event

---

Note: This documentation is preliminary and is subject to change.

Occurs when a bookmark is detected.

### Definition

<b>Visual Basic</b>	Public Event <b>BookmarkDetected</b> As <u>BookmarkDetectedEventHandler</u>
<b>C#</b>	public event <u>BookmarkDetectedEventHandler</u> <b>BookmarkDetected</b> ;
<b>Managed C++</b>	public: __event <b>BookmarkDetected</b> ;
<b>JScript</b>	In JScript, you can use events, but you cannot define your own.

---

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## SpeakCompleted Event

---

Note: This documentation is preliminary and is subject to change.

[To be supplied.]

### Definition

**Visual Basic** Public Event **SpeakCompleted** As *SpeakCompletedEventHandler*

**C#** public event *SpeakCompletedEventHandler* **SpeakCompleted**;

**Managed C++** public: \_\_event **SpeakCompleted**;

**JScript** In JScript, you can use events, but you cannot define your own.

---

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## SpeakProgressChanged Event

---

Note: This documentation is preliminary and is subject to change.

Occurs when speech in progress has changed, that is, each instance that change in speech is taking place.

### Definition

**Visual Basic** Public

**Event SpeakProgressChanged** As *SpeakProgressChangedEventHandler*

**C#** public event *SpeakProgressChangedEventHandler* **SpeakProgressChanged**;

**Managed C++** public: \_\_event **SpeakProgressChanged**;

**JScript** In JScript, you can use events, but you cannot define your own.

---

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## SpeakStarting Event

---

Note: This documentation is preliminary and is subject to change.

Event that occurs when speaking has begun.

### Definition

**Visual Basic** Public Event **SpeakStarting** As *SynthesisEventHandler*  
**C#** public event *SynthesisEventHandler* **SpeakStarting**;  
**Managed C++** public: \_\_event **SpeakStarting**;  
**JScript** In JScript, you can use events, but you cannot define your own.

---

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## VoiceAttributes Class

---

Note: This documentation is preliminary and is subject to change.

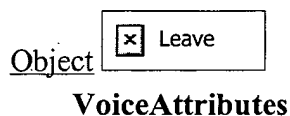
Represents the attributes of the text-to-speech (TTS) voice.

### Definition

**Visual Basic** Public Class **VoiceAttributes**  
Inherits *Object*  
**C#** public class **VoiceAttributes** : *Object*  
**Managed C++** public \_\_gc class **VoiceAttributes** : public *Object*  
**JScript** public class **VoiceAttributes** extends *Object*

### Members Table

### Inheritance Hierarchy



### Class Information

**Namespace** System.Speech.Synthesis  
**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## Age Property

---

Note: This documentation is preliminary and is subject to change.



Gets and sets the approximate age of the voice used in text-to-speech (TTS) synthesis. Optional.

#### Definition

**Visual Basic** Public ReadOnly Property Age As Integer  
**C#** public int Age { get; }  
**Managed C++** public: \_\_property int get\_Age();  
**JScript** public function get Age() : int

#### Property Value

**System.Int32.**

This property is read-only.

---

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## Gender Property

---

Note: This documentation is preliminary and is subject to change.

Gets and sets the gender of the voice used in text-to-speech (TTS) synthesis. Optional.

#### Definition

**Visual Basic** Public ReadOnly Property Gender As VoiceGender  
**C#** public VoiceGender Gender { get; }  
**Managed C++** public: \_\_property VoiceGender get\_Gender();  
**JScript** public function get Gender() : VoiceGender

#### Property Value

**System.Speech.Synthesis.VoiceGender.**

This property is read-only.

---

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## Languages Property

---

Note: This documentation is preliminary and is subject to change.

Gets and sets cultural information about the voice used with text-to-speech (TTS) synthesis.

#### Definition

**Visual Basic** Public ReadOnly Property Languages As CultureInfo Class()  
**C#** public CultureInfo Class[] Languages { get; }  
**Managed C++** public: \_\_property CultureInfo Class\* get\_Languages();  
**JScript** public function get Languages() : CultureInfo Class[]

#### Property Value

**System.Globalization.CultureInfo.**

This property is read-only.

---

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## Name Property

---

Note: This documentation is preliminary and is subject to change.

Gets and sets the platform-specific voice name used in text-to-speech (TTS) synthesis. Optional.

#### Definition

**Visual Basic** Public ReadOnly Property Name As String  
**C#** public string Name { get; }  
**Managed C++** public: \_\_property String\* get\_Name();  
**JScript** public function get Name() : String

#### Property Value

**System.String.**

This property is read-only.

---

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## Vendor Property

---

Note: This documentation is preliminary and is subject to change.

Gets the name of the vendor of the voice used with text-to-speech (TTS) synthesis.

#### Definition

**Visual Basic** Public ReadOnly Property Vendor As String  
**C#** public string Vendor { get; }  
**Managed C++** public: \_\_property String\* get\_Vendor();  
**JScript** public function get Vendor() : String

#### Property Value

**System.String.**

This property is read-only.

---

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## SpeakPriority Enumeration

---

Note: This documentation is preliminary and is subject to change.

Indicates the speaking priority

#### Definition

**Visual Basic** Public Enum SpeakPriority  
**C#** public enum SpeakPriority  
**Managed C++** \_\_value public enum SpeakPriority  
**JScript** public enum SpeakPriority

#### Constants

Constant Name	Description
Normal	Specifies that speech has normal priority.
High	Specifies that speech has high priority.

#### Enumeration Information

**Namespace** System.Speech.Synthesis  
**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## SpeechUnit Enumeration

---

Note: This documentation is preliminary and is subject to change.

Specifies the unit of speech.

### Definition

<b>Visual Basic</b>	Public Enum <b>SpeechUnit</b>
<b>C#</b>	public enum <b>SpeechUnit</b>
<b>Managed C++</b>	__value public enum <b>SpeechUnit</b>
<b>JScript</b>	public enum <b>SpeechUnit</b>

### Constants

Constant Name	Description
Sample	Specifies that the unit of speech is one recorded analog value in a sound file.
Phoneme	Specifies that the unit of speech is a phoneme.
Word	Specifies that the unit of speech is a word.
Sentence	Specifies that the unit of speech is a sentence.
Paragraph	Specifies that the unit of speech is a paragraph.
Document	Specifies that the unit of speech is a document.

### Enumeration Information

<b>Namespace</b>	System.Speech.Synthesis
<b>Assembly</b>	System.Speech (system.speech.dll)
<b>Strong Name</b>	System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## VoiceGender Enumeration

---

Note: This documentation is preliminary and is subject to change.

Identifies the gender of the voice used in text-to-speech synthesis.

## Definition

**Visual Basic** Public Enum **VoiceGender**  
**C#** public enum **VoiceGender**  
**Managed C++** \_\_value public enum **VoiceGender**  
**JScript** public enum **VoiceGender**

## Constants

Constant Name	Description
Neutral	Specifies that the spoken voice used for text-to-speech (TTS) synthesis is gender neutral.
Male	Specifies that the voice used for text-to-speech (TTS) synthesis is male.
Female	Specifies that the voice used for text-to-speech (TTS) synthesis is female.

## Enumeration Information

**Namespace** System.Speech.Synthesis  
**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

---

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## SpeakMediaType Structure

---

Note: This documentation is preliminary and is subject to change.

SpeakMediaType identifies the format of the content to be spoken.

## Definition

**Visual Basic** Public Structure **SpeakMediaType**  
**C#** public struct **SpeakMediaType**  
**Managed C++** public \_\_value struct **SpeakMediaType**  
**JScript** In JScript, you can use structures, but you cannot define your own.

## Members Table

## Structure Information

**Namespace** System.Speech.Synthesis

**Assembly** System.Speech (system.speech.dll)  
**Strong Name** System.Speech, Version=6.0.4044.0, Culture=neutral, PublicKeyToken=365143bb27e7ac8b

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## Equals Method

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Note: This documentation is preliminary and is subject to change.

Returns true if the specified object is a `SpeakMediaType` struct, and if it matches the media type of the current instance.

Overload List

public override Boolean Equals (Object)  
public override Boolean Equals (SpeakMediaType)

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## GetHashCode Method

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Note: This documentation is preliminary and is subject to change.

Returns the hash code for this instance.

Definition

**Visual Basic** Overrides Public Function `GetHashCode()` As Integer  
**C#** public override int `GetHashCode()`;  
**Managed C++** public: int `GetHashCode()`;  
**JScript** public override function `GetHashCode()` : int;

Return Value

**System.Int32.**

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## op\_Equality Method

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Note: This documentation is preliminary and is subject to change.

Indicates that the two instances are equal.

Definition

	Public Shared Function <b>op_Equality</b> ( _
<b>Visual Basic</b>	ByVal <i>a</i> As <u>SpeakMediaType</u> , _
	ByVal <i>b</i> As <u>SpeakMediaType</u> _
	) As <b>Boolean</b>
	public static <b>bool</b> <b>op_Equality</b> (
<b>C#</b>	<u>SpeakMediaType</u> <i>a</i> ,
	<u>SpeakMediaType</u> <i>b</i>
	);
	public: static <b>bool</b> <b>op_Equality</b> (
<b>Managed C++</b>	<u>SpeakMediaType</u> <i>a</i> ,
	<u>SpeakMediaType</u> <i>b</i>
	);
	public static function <b>op_Equality</b> (
<b>JScript</b>	<i>a</i> : <u>SpeakMediaType</u> ,
	<i>b</i> : <u>SpeakMediaType</u>
	) : <b>boolean</b> ;

Parameters

*a* **System.Speech.Synthesis.SpeakMediaType.**  
*b* **System.Speech.Synthesis.SpeakMediaType.**

Return Value

**System.Boolean.**

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## op\_Inequality Method

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Note: This documentation is preliminary and is subject to change.

Indicates that the two instances are not equal.

Definition

	Public Shared Function <b>op_Inequality</b> ( _
<b>Visual Basic</b>	ByVal <i>a</i> As <u>SpeakMediaType</u> , _
	ByVal <i>b</i> As <u>SpeakMediaType</u> _